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FRONTISPIECE TO VOL. VII. WESTMINSTER PAPERS.

[FOR MEMOIR SEE PAGE 99]

THE

Westminster Papers.

A MONTHLY JOURNAL

OF

CHESS, WHIST, GAMES OF SKILL,

AND

THE DRAMA.

VOLUME VII.

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The Westminster Papers.

1st MAY 1874.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE match by correspondence between the City of London Chess Club and the Vienna Chess Club terminated, as announced last month, in the resignation of one of the games by Vienna, accompanied by a proposal to treat the other as drawn, and, the offer being practically a resignation of the match, it was accepted by the City Club. The games, which, throughout the later stages of the contest, have been conducted in behalf of London solely by Mr. Potter and Mr. Steinitz, having appeared in almost every Chess publication, either by instalments or at length, are now somewhat stale, so we have not deemed it necessary to reproduce them in the WESTMINSTER PAPERS, but we join with the players themselves in pronouncing the one we have played over to be the most interesting correspondence game we have ever seen.

We have received the following response to the letter from Mr. Carpenter which appeared in our last number :—

To the Editor of the WESTMINSTER PAPERS.

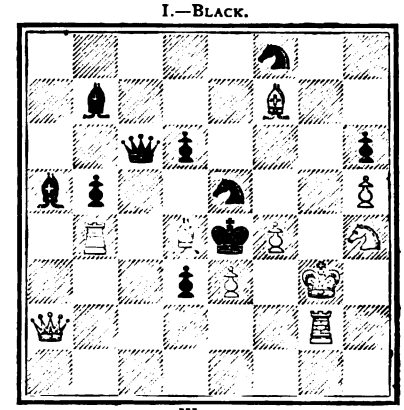
SIR,—The point of Mr. Carpenter's problem, of which two versions appear in your number for April, lies in the first move of the attack, Queen behind Knight, and the three different modes of mating that result from the play of the Black King. Of these, the best is the double check following the defence 1 K to K 5 in the first position. It comprises five properties, viz.:—an attack by the Queen, an attack by the Knight, a defence of power at K B 5 by the same Knight, and a defence against *both* the Black Bishops. In the second position one of these properties is lost through the removal of one of the Black Bishops, and the problem suffers accordingly in quality of play. There is also a slight loss in variety of play, Black having only thirteen moves at his command against sixteen in the first position. Of these moves, however, there are only three moves of the Black King that do anything towards warding off the threatened blow of Kt to Q 6. The others cannot rank at all in *defences*. They are simply outside moves of no consequence to the idea. I agree with Messrs. Pierce and M. Barbier that it is fixing the standard of correctness too high to make it depend upon the amount of finish bestowed on variations that are not actual defences against a threatened attack. At the same time, any composer who may prefer to embellish such variations at the expense of his main idea, should have full credit for his elaborate manipulation, as for a special good property. The pre-Raphaelite school has many admirers, and he may possibly become a "Bayer," although he can never become a "Loyd." Yours, &c. E. F.

We confess we cannot understand a composer like E. F. dismissing, in such tolerant, if not defensive terms, what he calls "outside moves of no consequence to the idea." In our judgment there should be nothing "outside" or irrelevant in a Chess problem any more than in any work in art or mechanics, and the work in which such appears we agree with Mr. Carpenter in describing as "imperfect." We think, too, that our correspondent is under a misapprehension, when he suggests that Mr. Carpenter aims at making "the standard of correctness depend upon the amount of finish bestowed upon variations that are not actual defences against a threatened attack." To begin with, what is a variation that is not an actual defence? The only sort of variation answering to that description that we can imagine, is one that if adopted by the defence leads to a mate in a less number of moves than is allowed by the conditions of the problem. But neither Mr. Carpenter nor any body else contends that dual attacks are of any consequence against such defences as these. If, on the other hand, the variation is a defence, which, however irrelevant it may appear, prolongs the mate to the limit of moves granted by the composer, we maintain that it is as "actual" and as good as any other of which the position is capable. Mr. Carpenter does not advocate the "embellishment" of such variations. We interpret his purpose in an exactly contrary sense, for we believe he advises their banishment, not their embellishment. Nothing could be wider of the mark than the suggestion that Bayer is more accurate than Loyd. According to the writer's experience, the reverse is the case, and it is a plain matter of fact that it is in problems of the Bayer school wherein variations are heaped upon variations, for their own sake alone, that dual moves most frequently occur. The simpler conceptions of Loyd are in a much greater degree exempt from such blots, and where they do exist we believe they could have been easily avoided, without damage to the problem, had the thought of doing so occurred to the mind of the composer. The truth is, however, that at the time Loyd

was composing problems, composers were not subjected to such public criticism as they have to submit to nowadays, and it is at least doubtful if any one at that time ever analysed a problem beyond the leading idea. This is very much the fashion yet with problem "fanciers," whose knowledge of the subject, like Cassio's soldiership, is "mere prattle without practice," but we do not see, therefore, that a critic should be so lost in admiration of an author's conception as to be incapable of criticising his manner of working it out. We suspect that that is what the advocates of dual moves desire, and we should heartily regret to number a composer of E. F.'s standing among them.

While on the subject of problems, we mention that we have received from Mr. W. T. Pierce a corrected version of the dedication problem which appeared on the frontispiece of his book. We print it in the margin, and shall be glad to receive solutions and reviews.

I.—BLACK.



WHITE.

White to play and mate in five moves.

The event of the current month will, undoubtedly, be the public sale of Mr. George Walker's Chess library, which is announced to commence, at one o'clock, on the 14th instant, at Sotheby and Wilkinson's, 13 Wellington Street, Strand. Mr. Walker's collection comprises over 300 volumes, in type and M.S., many of them of exceeding rarity, and we trust it may not be allowed to go out of England. No provincial Chess Club should let slip such an opportunity as this sale affords for the formation of a library. Catalogues may be obtained upon application to Sotheby and Wilkinson, at the above-named address.

The *Huddersfield College Magazine* (J. Watkinson) commenced, last month, a series of articles reviewing its "exchanges."

The *Norvicensian* (C. W. M. Dale) announces the commencement of a correspondence match between the Norwich and Felsted Schools, and gives the opening moves.

La Stratégie announces, this month, the formation of a French Chess Association, and publishes a draught of the proposed laws prepared by MM. Ernest Nivernais and Jean Preti. The undertaking is in good hands, and we wish it every success.

The *Deutsche Schachzeitung* and the *Nordisk Skaktidende* are, this month, up to the usual standard of excellence in literature, games and problems.

The death of Mr. Ernest Morphy, uncle of Paul Morphy, and himself a distinguished Chess player and analyst, is announced in the American Chess columns. Mr. Morphy died on the 7th March last, in the 67th year of his age. The following brief sketch of the deceased gentleman's career was contributed by his friend, General Tillson, to the *Chess Record of Philadelphia.*

American Chess will miss, and mourn, a noted votary—Ernest Morphy, who died at his residence at Quincy, Illinois, on the 7th of March last. Mr. Morphy was born at Charleston, S.C., 22nd Nov. 1807. His father, Don Diego Morphy, was the Spanish Consul at that port, his mother was a French lady. In 1809 his father was transferred to New Orleans, where he permanently remained, and the subject of this sketch was raised and resided there until 1854, when he removed to Cincinnati, O., and two years after to Quincy Ill. His earlier family was Irish, the name of an ancestor, Murphy—a captain in the Spanish Royal Guard—having been changed to Morphy by Castilian tongues, and this spelling was retained. For over forty years Morphy's name has stood among the first in the Chess world. The compeer of Stanley, Rosseau, Schulten, Dudley, Kennicot, Sullivan, Turner, and all the leading players of the last generation. Second to Rosseau in his great match with Stanley, in 1843, for the American championship, he very nearly became the representative of Southern Chess, instead of Mr. Rosseau. The latter, it is well known, was enfeebled by sickness, below his proper force, which was so evident in the practice games played by him with Morphy that friends urged the substitution (their best play being so equal), but Mr. R.'s pride would not consent. The same result might have followed, but not so decisively. No player has left a better record of *good* games—of, at all times strong, accurate, even high play. Rarely what is called brilliant, he *could* dare, if he chose, and when he did, he most admirably, in play, adhered to a favourite maxim, "Never dodge your own errors." If you find a line of play defective, generally, far better to stick to it than attempt correction. It is like changing front in the heat of battle. Later in life his interest in Chess, which never abated, led him to the analysis of the game, in which department we doubt if the country possessed his superior.

But space cannot be given for the mention of his merits as a player, and they are known beside. It is pleasure to speak of him as the finished, courteous, considerate gentleman. Never ruffled, never weary, it was as great a satisfaction to be beaten by him as to win. And in the more important bearings of life, he carried the same graceful and admitted claim to the title of a true and honest gentleman.

The *Dubuque Journal* (O. A. Brownson) comes to us much improved in appearance. The number for April contains, besides a large number of games and problems, a biography of Mr. F. H. Curtiss, a problem composer of great merit.

"Miron's" last etter in the *Vox Populi*, of Lowell, contains a revised edition of *Phania's* (Mrs. Hazeltine), beautiful poem, entitled *Chess Teachings*. Our readers will thank us for reproducing it in these Papers for, although the poem has been published in this country before, we have "Miron's" authority for the statement, that it has never yet been accurately printed anywhere.

In our Australian exchanges, the *Leader*, *Australasian*, *Observer*, *South Australian Chronicle* and *Sydney Town* and *Country Journal*, we observe all the indications of a vigorous winter campaign. Matches and tournaments are the order of the day. The *Australian Journal*, a monthly publication of high standing, now devotes two pages to Chess, and, under the able supervision of Mr. J. M. Connell, may be expected to rank among the best in the colonies.

From Hobart Town we have received the first number of the *Quadilateral*, which also devotes two pages to Chess, and opens with a problem by Mr. Abbott (from this journal), and some good specimens of Tasmanian Chess strategy.

The splendid block of buildings in which the St. George's Chess Club meets is for sale by auction on the 20th inst. We have not heard whether the change of ownership will affect the club, but we trust not.

CHESS TEACHINGS,

INSCRIBED TO MY SON, MIRON WINSLOW HAZELTINE.

BY MRS. H. BRYANT HAZELTINE.

My Boy, the chequered field of life
Lies spread before thine eyes.
Enter the busy lists of strife;
Aim for the highest prize.

Let me a lesson teach to thee
From our own princely game;
Each piece shall some instruction give—
Some maxim furnish how to live,
And how to win a name.

Of humble mien, the little Pawn
Plods slowly, patiently along,
O'ercoming, often, mighty foes,
Who dare his progress to oppose;
Till patience and foresight obtain
What headlong dash has sought in vain;
Be like the Pawn; though hard the way,
'Tis perseverance wins the day.

The fiery Knight, with subtle rein,
Rides to ambition's height amain;
Where others falter he will soar,
And boldly pass all dangers o'er;
Be like the Knight; be not content
That life in vain pursuits be spent;
Like him, be not content to creep,
But boldly o'er obstructions leap.

With quiet dignity and grace
The Bishop fills a noble place;
He by the throne as friend doth stand,
Yet to the needy lends a hand;
And 'gainst the strong, who would oppress,
He fights with zealous earnestness;
Be like the Bishop; and the right
Dare to defend with honest might.

With firmness ever at his post,
Though wars are raging round,
The Rook, where danger threatens most,
Courageous may be found;
With changeless front and stubborn will,
Standing like frontier guardsman still;
Be like the Rook; firm as a rock,
Prepared for calms or earthquake's shock.

Mighty in power for good or ill,
The Queen extends her sway,
Ready with hearty, earnest will
Her monarch to obey,
Ready to grapple with each foe
That at his person aims a blow;
Be like the Queen; the nation's cause
Is yours—yours to defend her laws.

Power is a dangerous thing; and he
Who rules o'er men with equity,
Whose love and care embraces all
His subjects, be they great or small;
Whose favour is not bought or sold
By flattering parasites with gold;
Such ruler, be he monarch grand,
Or leader in a federal land,
Deserves upon the rolls of fame
To hold the highest, noblest name.
Such the Caïssan King, whose sway
His subjects own and laws obey;
Be like the King; let justice ever guide thee,
True to thyself and God, whate'er betide thee.

Thus, while thy life is fresh and pure,
And free from sinful stain,
Practise those precepts which endure,
Those virtues which remain,
When the pale horseman, soon or late,
Shall end life's game by giving Mate.

OUR PROBLEMS REVIEWED.

No. 400, by J. MENZIES.—"Neat, well constructed and pretty," H. J. C. Andrews.—"A perfect work of art," J. N. K.—"A pleasant acquaintance," S. H. Thomas.—"The principal variation is pretty," H. E. B. Rackham.—"The old story," T. R. H.—"The long range again," W. Nash.

No. 401, by G. E. BARBIER.—"Ingenious and difficult, especially in the main variation," H. J. C. Andrews.—"Very fine and difficult," J. N. K.—"A clever combination," S. H. Thomas.

No. 402, by R. ORMOND. Note.—*This problem cannot be solved in less than five moves, as pointed out by H. J. C. Andrews, J. N. Keynes and W. Nash.*

No. 403, by H. J. C. ANDREWS.—"Easy, but faultless in construction," J. N. K.—"Exceedingly good and interesting," S. H. Thomas.—"Class A. A very elegant and masterly stratagem," J. A. Miles.—"Very beautiful," W. Nash.

No. 404, by C. CALLANDER.—"A little gem," H. J. C. A.—"A good specimen of the kind," J. N. K.—"An average two-mover," S. H. Thomas.—"Easy," H. E. B. Rackham.—"Poor," J. A. Miles.—"An unusually good two-mover," T. R. H.—"Very good indeed," W. Nash.

No. 405, by J. H. ZUKERTORT.—"Brilliant, but easy," H. J. C. A.—"Interesting," J. N. K.—"An instructive position," S. H. Thomas.—"Very curious," H. E. B. Rackham.—"Pretty," J. A. Miles.—"A catch rather than a problem," T. R. H.—"Simple, double checkmate is given without moving either of the checking pieces," W. Nash.

No. 406, by W. COATES.—"Very neat," H. J. C. A.—"Very good, next to No. 400 amongst the three-movers," J. N. K.—"Nice and open, but not difficult," S. H. Thomas.—"Very elegant," H. E. B. Rackham.—"Good, but Black is too defenceless," J. A. M.—"Not at all obvious," T. R. H.—"Pretty, but easy," W. Nash.

No. 407, by F. W. LORD.—"Very pretty," H. J. C. A.—"A clever rendering of an old idea," J. N. K.—"Nothing striking in this," S. H. Thomas.—"Excellent in some of the variations," H. E. B. R.—"Good," J. A. M.—"Very pretty," T. R. H.—"Obvious at a glance," W. Nash.

No. 408, by V. N. PORTILLA.—"An old friend," H. J. C. A.—"A favourite device," J. N. K.—"Excellent idea, but not a new one," S. H. Thomas.—"An old idea," H. E. B. R.—"Poor," J. A. M.—"I have seen either this, or its twin brother, before," W. Nash.

No. 409, by J. N. KEYNES.—"Extremely pretty," H. J. C. A.—"White's army retreats to strike the decisive blow," S. H. Thomas.—"Very pretty." H. E. B. R.—"A pretty trick," J. A. M.—"Ingenious," T. R. H.—"Simple," W. Nash.

No. 410, by Dr. S. GOLD.—"Excellent," H. J. C. A.—"Unparalleled of its kind," J. N. K.—"A masterly production," S. H. Thomas.—"A fine study," W. Nash.

No. 411, by A. C. PEARSON.—"Extremely pretty, though obvious," H. J. C. A.—"Very neat," J. N. K.—"Easy," S. H. Thomas.—"Very pretty," H. E. B. R.—"Very good," J. A. M.—"Simple," W. Nash.—"Ingenious," T. R. H.

No. 412, by J. A. MILES.—"A clever and interesting problem," H. J. C. A.—"Uninteresting," J. N. K.—"A capital end game, making a neat finish to a first-class set of problems," S. H. Thomas.—"An easy but pretty study," W. Nash.

SOLUTIONS OF PROBLEMS.

APRIL NUMBER.

WHITE.	BLACK.
No. 400.	
1 Q to K R 8	1 K to Q 4 (a)
2 Q takes P	2 K takes R
3 Q mates	

(a) If 1 K any other square, 2 Q to Q 8 ch, &c.

No. 401.	
1 R to Kt 6	1 R to Q Kt 5 best
2 Q to Kt 5	2 R to Q 5
3 Q takes P ch	3 Aught
4 Mates accordingly	

No. 402.	
1 Q to R 6	1 K to B 4 best
2 K to B 2	2 R to B 8 (a)
3 Q to K 3 ch	3 K moves
4 Q to K 7 mate	

(a) If Black moves the R to K square, White cannot mate in less than three more moves.

WHITE.	BLACK.
No. 403.	
1 Q to K B sq ch	1 K moves
2 R to Kt 2 dbl ch	2 K moves
3 R takes Kt dis ch	3 K moves
4 R to Q R 4 dis ch	4 K moves
5 R takes Q R P	5 B takes B ch
6 Q takes B ch	6 Q interposes
7 Q to K B sq ch	7 Q interposes
8 R to R 4	8 Q takes Q mate
No. 404.	
1 Q to Q 8	1 Aught
2 Mates accordingly	
No. 405.	
1 Q to B 6 ch	1 Q takes Q
2 B to B 4 ch	2 P to Q 4
3 P takes P en passant, mating	

NOTE—One of the conditions of this problem, Black to mate in three moves, was omitted. We shall be glad to receive solutions from our Reviewers.

WHITE.	BLACK.
No. 406.	
1 B to K B 2	1 K moves
2 R to Q B 2	2 K moves
3 R or B mates	
No. 407.	
1 Q to Q B 5	1 Kt at Q 4 takes Kt (a)
2 Q to K 5 ch	2 Kt takes Q
3 Kt to Q 6 mate	

(a) If Black plays 1 Kt at B 5 takes Kt or P takes Kt, White's answer is 2 Q to Q 4 ch; if 1 P to B 7 then 2 Q takes Kt, &c.; and if 1 Kt takes P, 2 Kt takes Kt, and mates next move.

No. 408.	
1 B to R 8	1 P moves
2 Q to Kt 7	2 Aught
3 Q mates	
No. 409.	
1 B to Q B sq	1 P takes P
2 R to Q B 2	2 Aught
3 B or R mates	

WHITE.	BLACK.
No. 410.	
1 Q to Kt 4	1 Kt to K 4
2 Kt takes Kt P dis ch	2 Kt takes Q
3 Kt to K 6	3 Aught
4 Mates accordingly	

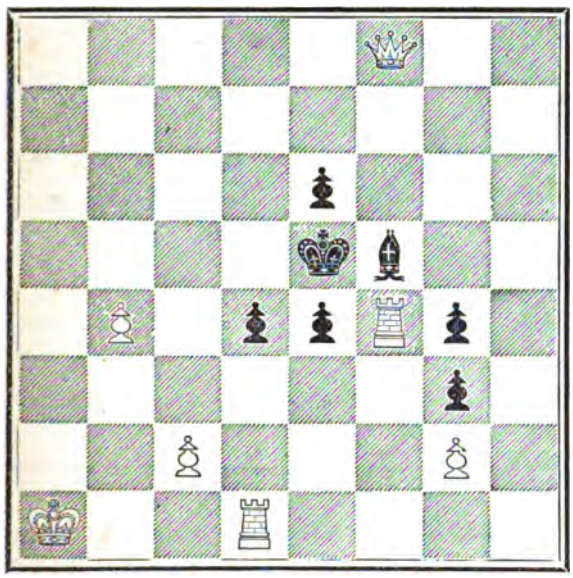
NOTE.—Black has other defences, but none to avert the mate in four moves.

No. 411.	
1 Kt to Q 5	1 P takes Kt
2 R to B 3	2 P takes Kt
3 B to Kt 8	3 P moves
4 R mates	
No. 412.	
1 Kt to Q Kt 6 dis ch	1 K to Q 5 best
2 P to K 3 ch	2 K to K 5
3 Kt takes Kt	3 Q takes Kt best
4 P to K B 3 ch	4 K moves
5 P to K 4 ch	5 K moves
6 Kt to K Kt 6	6 Aught
7 B mates	

PROBLEMS.

No. 413.—By F. W. Lord.

BLACK.



WHITE.

White to play and mate in three moves.

No. 414.—By A. Cyril Pearson.

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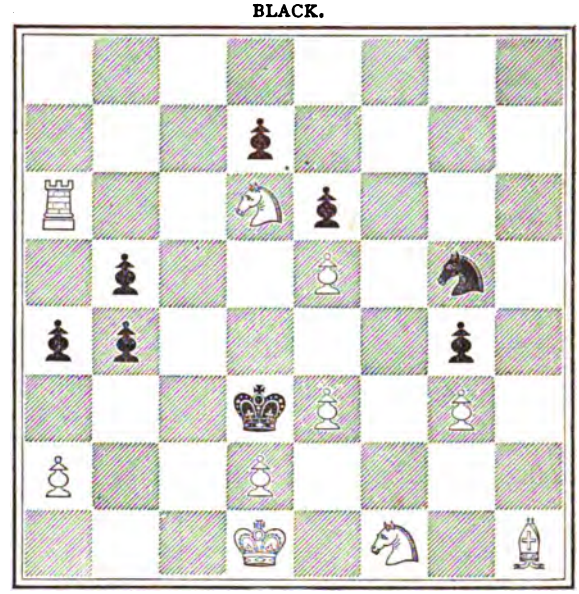

WHITE.

White to play and mate in three moves.

No. 415.—By J. W. Abbott.

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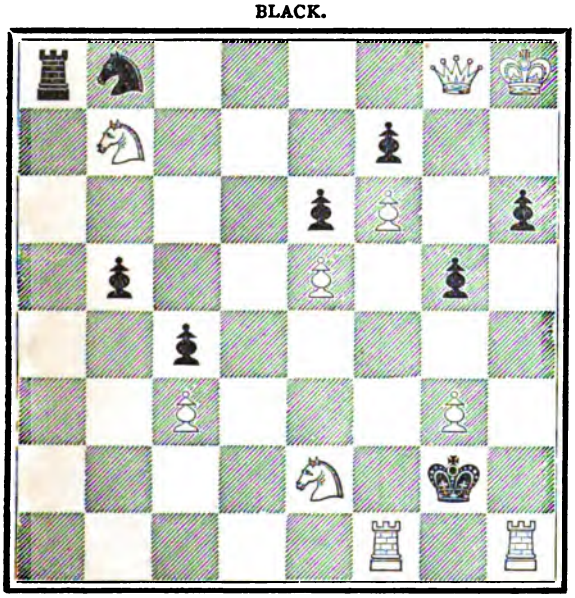

WHITE.

White to play and mate in three moves.

No. 416.—By F. Healey.

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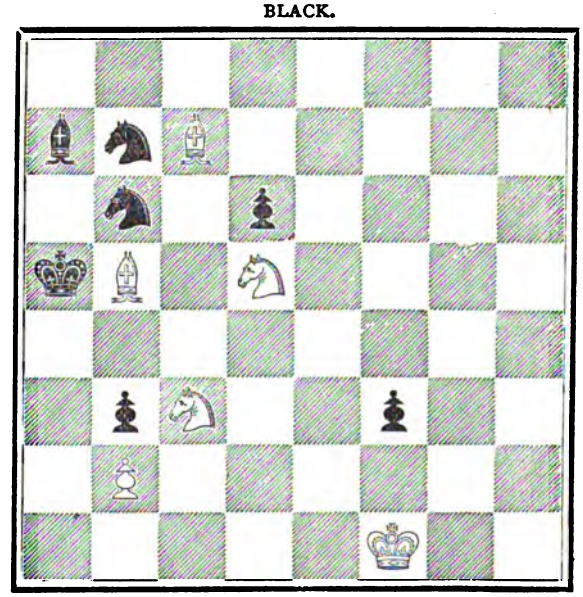

WHITE.

White to play and mate in four moves.

PROBLEMS.

No. 417.—By G. E. Barbier.

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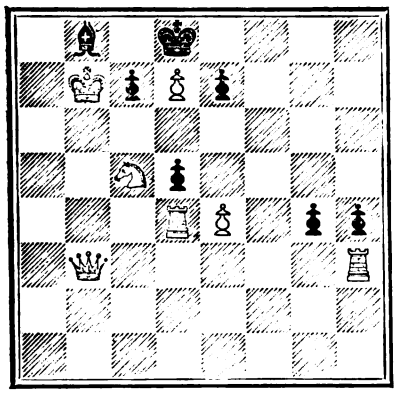

WHITE.

White to play and mate in two moves.

No. 418.—By Dr. Gold.

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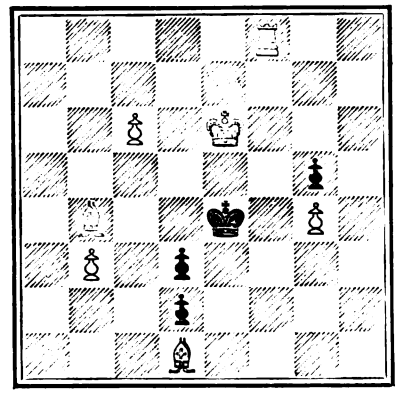

WHITE.

White to play and mate in three moves.

No. 419.—By J. Menzies.

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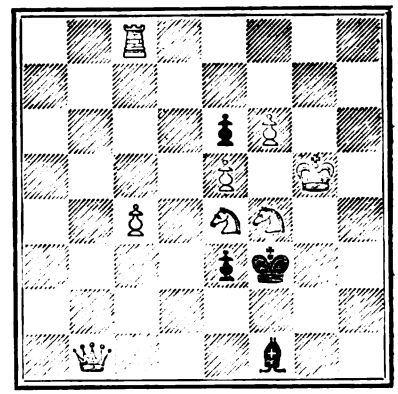

WHITE.

White to play and mate in three moves.

No. 420.—By R. Ormond.

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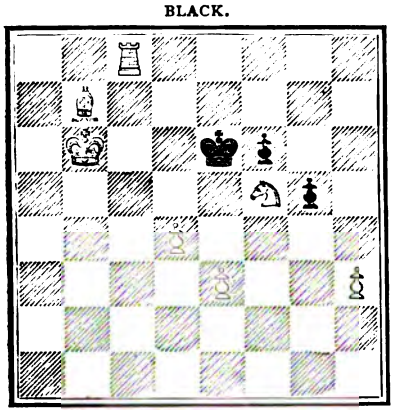

WHITE.

White to play and mate in three moves.

No. 421.—By D. O. Wollaston, jun., Ipswich.

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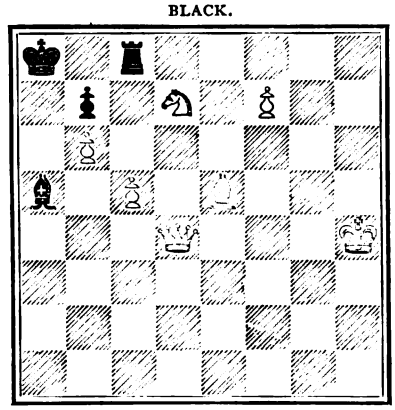
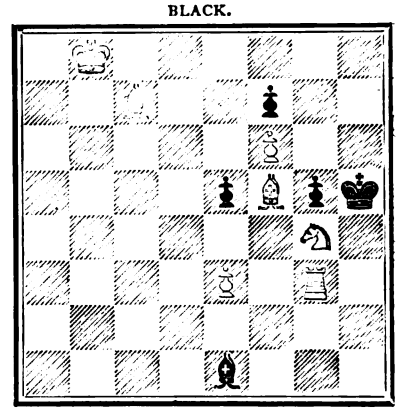


WHITE.

White to play and mate in three moves.

No. 422.—By D. W. Clark, of Barnaul,

BLACK.

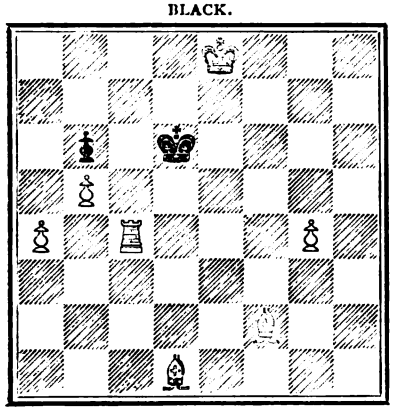


WHITE.

White to play and mate in four moves.

No. 423.—By S. H. Thomas.

BLACK.

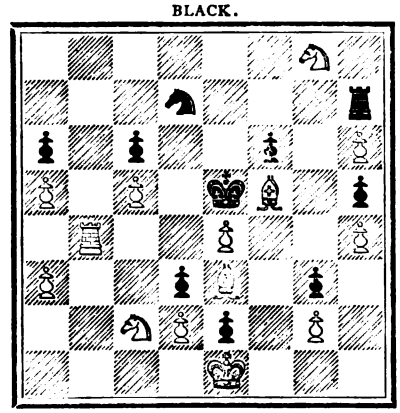


WHITE.

White to play and mate in four moves.

No. 424.—By V. N. Portilla.

BLACK.

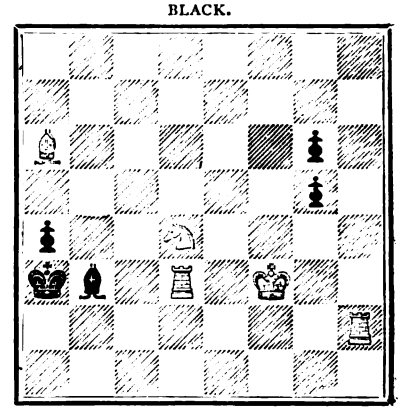


WHITE.

White to play and mate in four moves.

No. 425.—By C. Callander.

BLACK.



WHITE.

White to play and mate in six moves.

GAMES.

Noted by J. H. ZUKERTORT *and* JOHN WISKER.

GAME 252.

Played the 25th January 1870.
Centre Gambit.

White. Mr. THOROLD.	Black. Reverend G. A. MACDONNELL.
1 P to K 4	1 P to K 4
2 P to Q 4	2 P takes P
3 P to Q B 3 (a)	3 P to Q 4
4 P to K 5	4 P takes P
5 Kt takes P	5 B to K 3
6 P to K B 4 (b) (A)	6 B to Q B 4
7 B to Q 3	7 Kt to K R 3
8 Kt to K B 3	8 Kt to Q B 3
9 Kt to Q R 4	9 Q to K 2 (c)
10 P to Q R 3	10 Castle K R
11 Q to Q B 2	11 B to Q Kt 3
12 P to K B 5	12 B takes P (B)
13 B takes B	13 Kt takes K P
14 K to Q sq	14 Kt takes Kt
15 Q B takes Kt (d)	15 Kt to Q 5
16 B takes P ch	16 K to R sq
17 B takes P ch	17 K takes B
18 Q to Q 3	18 Q to K 7 ch (e) (C)
19 Q takes Q	19 Kt takes Q
20 Kt takes B	20 R P takes Kt
21 K takes Kt	21 K takes B
22 Q R to Q	22 Q R to K ch
23 K to B 3	23 R to K 4
24 R to Q 4	24 K R to K sq (D)
25 K R to Q	25 P to Q B 3
26 K R to Q 3 (f)	26 R to K 5
27 P to K Kt 4	27 K to Kt 3
28 K to Kt 3	28 R to K 6 ch
29 R takes R	29 R takes R ch
30 K to B 4	30 R to K 7
31 R to Kt 4	31 P to Kt 4
32 P to K R 4	32 R to Q B 7
33 P to Q Kt 3	33 P to B 3
34 P to R 5 ch	34 K to R 3
35 K to B 5	35 R to B 7 ch
36 K to K 6	36 K to Kt 4
37 K to Q 6 (g)	37 R to K 7 (E)
38 K to B 5	38 P to K B 4
39 P takes P	39 K takes B P
40 R to K R 4 (h)	40 K to Kt 4
41 R to R 3	41 R to K 2
42 P to R 4	42 P takes P
43 P takes P	43 R to R 2
44 P to R 5	44 R takes P
45 R to Q Kt 3 (i)	45 R to R 5 (k)
46 R takes Kt P	46 R to Q B 5 ch
47 K to Kt 6	47 K to B 5
48 P to R 6	48 K to K 5
49 K to R 5 (l) (F)	49 P to B 4
50 K to Kt 5 (m)	50 K to Q 5
51 R to K R 7	51 R to Kt 5 ch
52 K to R 5	52 R to Kt 8
53 P to R 7	53 R to R 8 ch
54 K to Kt 5	54 P to B 5
55 R to Q B 7	55 K to Q 6
56 K to B 5	56 P to B 6
57 K takes P	57 P to B 7 and wins.

(a) This is not a sound form of the Centre Gambit against the best defence. Its proper issue, as in this case, is the loss of a Pawn, without any compensation.

(b) A premature advance, enabling Black to prevent the first player's Castling.

(c) A very lively skirmish is the ultimate result of this move; but checking with the Bishop first is more prudent. Black should then Castle as soon as possible and play P to K B 4, in order to avoid the advance of the White K B P.

(d) If:—

15 P takes Kt	15 Kt takes B
16 Q takes Kt	16 K R to K sq

and White has lost three Pawns for the piece, with a very bad position.

(e) Well played. Black effects an exchange of the pieces, and remains with a Pawn plus.

(f) This allows Black to effect an exchange of Rooks, and thus materially improve his prospect of winning.

(g) This transfer of the King to the Queen's side improves White's prospects of drawing.

(h) If he had played his King to Kt 6, with the view of attacking the Black Pawns, Black, by R to K 5, would have forced an exchange of Rooks, and have won easily with the Q P.

(i) He could have drawn by exchanging Rooks:—

45 R takes R ch	45 K takes R
46 K to Kt 6	46 P to Q 5
47 K takes P	47 P to Q 6
48 P to R 6	48 P to Q 7
49 P to R 7	49 P Queens

50 P Queens and draws.

(k) Well played.

(l) Again White might have drawn by pushing in the Pawn.

(m) Again, advancing the Pawn is better.

(A) This move enables the second player to develope his K B and K Kt very effectually.

(B) This sacrifice is forced, but at the same time perfectly sound. It gives Black in any case three Pawns, and the far superior position, for a piece.

(C) The adopted course is certainly satisfactory; however, I would prefer 18 Q to R 5, which, I think, wins the game in a few moves.

(D) Injudicious: 24 P to Q B 4 was the proper course, to be able to advance the passed Q P.

(E) P to K B 4 at once was preferable.

(F)—

49 P to R 7	49 R to Q R 4

50 R to Kt 8 draws the game.

GAME 253.

Vienna Opening.
Played at the City of London Chess Club, by Mr. Blackburne against three players in consultation.

White. Mr. BLACKBURNE.	Black. Messrs. BURN, FRANKENSTEIN & FENTON.
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 Kt to K B 3
3 P to K B 4	3 P to Q 4
4 P to Q 3	4 Kt to Q B 3 (a) (A)
5 B P takes P	5 Q Kt takes P
6 P to Q 4	6 Kt to Kt 3
7 P to K 5	7 Kt to K 5
8 Kt takes Kt (B)	8 P takes Kt (b)
9 B to Q B 4	9 P to Q B 4
10 P to Q B 3 (c)	10 P takes P
11 P takes P	11 B to Kt 5 ch
12 B to Q 2 (C)	12 B takes B ch (d)
13 Q takes B	13 Castles
14 Kt to K 2	14 K to R sq
15 R to Q sq (e) (D)	15 Q to Kt 3
16 P to K R 4 (f) (E)	16 B to K 3
17 B takes B (F)	17 P takes B
18 Kt to Kt 3	18 Kt takes K P (g)
19 P takes Kt	19 Q R to Q sq
20 Q to K 3 (h)	20 R takes R ch
21 K takes R	21 R to B 7
22 R to B sq (i)	22 Q to Q sq ch
23 K to K sq	23 R takes Q ch
24 Kt takes R	24 P to K 6
	And wins.

(a) It is usual at this point to play 4 Q P takes K P. The opening then proceeds—

	4 Q P takes K P
5 K B P takes P	5 Kt to Kt 5
6 Kt takes K P	6 Kt takes K P

There is nothing to choose between the positions. It may be worth while considering whether White could not at his third move profitably advance P to Q 4, instead of P to K B 4. This line of play is often adopted by the second player as a defence to the Q B P variation of the King's Knight's opening, and generally proves successful. In the present position, however, White is first player, and is a move ahead, Black's Q B P not having been moved.

(b) The opening is wild and eccentric. The centre Pawns are weak on both sides, but White is additionally hampered by the unfortunate position of his K Kt.

(c) In this situation, 10 Q B to K 3 looks more vigorous. True, this move would isolate the White K P, but the Black K P is also defenceless.

(d) If 12 Q takes Q P, of course the answer is 13 Q to Q R 4 ch.

(e) White ought to have Castled at once. The omission is ruinous. The allies hasten to avail themselves of the opportunity afforded them, and by their next move prevent him from castling.

(f) If White Castle now, the allies simply take off his K P with Knight.

(g) Black played well at move 16 by securing an open K B file for their King's Rook. The combination of which this sacrifice is the first move is sound and decisive.

(h) If he go to Q B 2, 20 Q to K 6 ch forces mate immediately. If the Queen be removed anywhere else, mate follows on the move.

(i) There is no resource. If he play the Queen to K Kt 4, Black checks at Q 5, and mates in two more moves. If her majesty be removed to Q B 4, the Black Queen checks at Q sq, and mate follows in the same way.

(A) The orthodox course is here—

	4 Q P takes P
5 B P takes P	5 Kt to Kt 5
6 P to Q 4	6 P to K 6

I would not recommend for White, at his third move, the advance of the Q P, which Mr. Wisker proposes, on account of—

3 P to Q 4	3 P takes P
4 Q takes P	4 Kt to Q B 3

(B) This continuation is hardly favourable for the development of White's pieces; I would prefer—

8 Kt to K B 3	8 B to Q Kt 5 best
9 B to Q 2	9 B to K Kt 5
10 B to K 2	

(C) If—

12 K to B 2	12 Kt takes P
13 Q to R 4 ch	13 Kt to Q B 3
14 P to Q 5	14 Q to R 5 ch
15 P to Kt 3	15 P to K 6 ch
16 K to Kt 2 best	16 Q takes B
17 P takes Kt	17 P to Q Kt 4
18 Q to Q sq	18 B to Q Kt 5
19 Kt to B 3	19 R to Q sq

And Black forces the game.

(D) White had no other good move than to Castle Q side; if 15 Castles K side, 15 Kt takes P.

(E) A safer and far better course is 16 Kt to Q B 3.

(F) Disastrous; 17 P to Q Kt 3 is not very satisfactory, but still prevents the immediate loss.

GAME 254.

Played in India some years ago.
Irregular Opening.

White. SAUMCHUEN GUTRACK.	Black. Mr. COCHRANE.
1 P to Q 4	1 K Kt to B 3
2 P to K Kt 3	2 P to Q 3
3 B to Kt 2	3 P to K Kt 3
4 P to K 4	4 B to Kt 2
5 Kt to K 2	5 P to Q B 3
6 P to Q B 4	6 Q Kt to Q 2 (a)
7 Castles (A)	7 P to K 4
8 P to Q 5	8 P takes P
9 B P takes P	9 Castles
10 K to R sq	10 P to Q Kt 3
11 P to K B 4	11 P takes P
12 P takes P	12 B to Kt 2 (b)
13 Q Kt to B 3	13 R to Q B sq
14 B to K 3 (c)	14 Kt to Kt 5
15 B to Kt sq	15 P to B 4 (B)
16 Kt to Q 4	16 B takes Kt
17 Q takes B	17 B to R 3
18 K R to K sq	18 R to B 5
19 Q to Q sq	19 R to Q B sq
20 Kt to K 2	20 Q to R 5
21 Kt to Q 4	21 P takes P
22 Kt to K 6	22 Q Kt to B 3 (d)
23 P to K R 3	23 Kt to B 7 ch
24 B takes Kt	24 Q takes B

25 Kt takes R	25 R to B 7
26 R to K Kt sq	26 Kt to R 4 (e)
27 Kt to K 6	27 Kt to Kt 6 ch
28 K to R 2	28 Kt to B 8 ch (C)
29 K to R sq	29 Q to Kt 6 (f)
30 Q takes Kt (g)	30 B takes Q
31 Q R takes B	31 R takes Kt P
32 P to B 5 (h) (D)	32 P to K 6
33 R to B 3	33 Q to K 4
34 P to B 6	34 K to B 2
35 Kt to Q 8 ch	35 K to B sq
36 P to B 7 and wins.	

(a) The opening is "irregular" indeed; yet both parties manage to obtain a tolerably free and well-developed game.

(b) Why not to Q R 3?

(c) Kt to Q Kt 5 would not have been good play on account of the answer, Q Kt to B 4.

(d) Mr. Cochrane, as usual, risks a sacrifice for the value of an attack, but the venture proves unsound. Had he moved the Rook to K B 4, and then to R 4, he would probably have obtained a good attack with the sacrifice. The position of the White Knight is more showy than effective.

(e) The subsequent moves are very pretty, but White emerges from the skirmish victoriously. Had Black now simply taken the Kt with King, he must have won, at least, two Pawns for the exchange, with a very fine game.

(f) Mr. Cochrane, of course, disdains to draw.

(g) A little examination will show that this capture, which wins the game, was also the only course to save it.

(h) A terrible advance; this Pawn ought to have been taken off at once by Black.

(A) 7 P to K B 4, I think, was preferable.

(B) This advance very much improves Black's game.

(C) If 28 B to B 8, White wins by 29 Q takes R, 29 Q takes Q, 30 K takes Kt.

(D) The deadly stroke, the Pawn cannot be taken without loss of the Queen, and its advance forces the game.

GAME 255.

Evans Gambit.

White. Mr. John Watkinson.	Black. Mr. J. H. Finlinson.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 Castles (A)	5 P to Q 3 (B)
6 P to Q B 3	6 B to B 4
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 Kt to Q B 3 (a)	9 B to K Kt 5
10 Q to R 4	10 B takes Kt (b)
11 P to Q 5	11 B to Kt 5
12 P takes Kt	12 P takes P
13 B takes P ch (c) (C)	13 K takes B
14 P to K 5	14 B to Q 2
15 Q to K B 4 ch	15 K to K sq
16 P takes P	16 P takes P
17 R to K sq ch	17 Kt to K 2
18 B to R 3 (D)	18 R to K B sq
19 Q takes P	19 B takes P ch
20 K to R sq	20 B takes R
21 R takes B	21 R to B 2
22 Kt to K 4	22 B to B 4
23 Q takes P ch	23 K to B sq
24 Kt to Kt 5	24 K to Kt sq (d)
25 Q to B 4	25 Q to Q 4
26 Q to K 3	26 B to Q 6
27 Q to R 5	27 Q R to K B sq
Resigns.	

(a) This is not now considerod an effective move in the Evans Gambit.

(b) Black's ninth move is perfectly sound, but here he chooses the worst of the three lines of play open to him. He may at this point retire his K to B sq, or his B to Q 2 with advantage, in either case gaining a satisfactory position of defence.

(c) A very rash sacrifice. White obtains scarcely any attack in return for the piece.

(d) By thus playing his King to safe quarters, and assailing the White Queen at the same time, Black escapes from the attack. The opportunity afforded White of winning the Rook for the Knight is worthless in such a position.

(A) 5 P to Q B 3 is here the only sound continuation.

(B) 5 Kt to K B 3; and, if 6 P to Q B 3, 6 B to R 4, was the proper course.

(C) White transposes here the moves in a curious manner, he ought to play, 3 P to K 5, threatening 14 B takes P ch, which would give him a decisive superiority.

(D) This involves the loss of the exchange, 18 Kt to K 4, I think would give White a fine attack e.g.:

18 Kt to K 4	18 K B to B 4 best
19 Kt takes B	19 P takes B
20 B to R 3	20 R to K B sq
21 Q to K R 4	21 P to K R 3
22 B takes P	22 R to B 2
23 R to K 3, &c.	

GAME 256.

Bishop's Gambit.

White. Mr. S. Franklin.	Black. Dr. Blumberg.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 Q to R 5 ch
4 K to B sq	4 P to K Kt 4
5 Kt to Q B 3	5 B to Kt 2 (A)
6 Kt to Q 5 (B)	6 K to Q sq
7 P to Q 4	7 Kt to Q B 3 (a)
8 P to K 5 (C)	8 P to Q 3
9 B to Q 2 (D)	9 Kt to R 3 (b)
10 B to B 3	10 Kt to K Kt 5
11 Kt to R 3	11 Kt to K 2
12 B to Q 2	12 Kt to B 4
13 P to B 3	13 P to Q B 3
14 B to K 2	14 P takes Kt (c)
15 B takes Kt	15 Kt to K 6 ch
16 B takes Kt	16 B takes B
17 B to B 2	17 Q to R 4
18 Q to Q 2	18 R to K sq (d) (E)
19 Kt to Kt sq	19 B to Q 2
20 P to Q R 4	20 B to Q B 3
21 P to K R 4	21 P takes K P
22 P takes P	22 K to B 2 (e)
23 B to Q 4	23 B takes P
24 B takes B ch	24 R takes B
25 Kt to B 3	25 R to K 6
26 Kt takes P	26 Q R to K sq
27 K R to R 2	27 P to Q 5
28 P takes P	28 Q to Kt 5
29 P to Q 5 (f)	29 Q to Q 2
30 Q to R 5 ch	30 K to Kt sq
31 P takes B	31 Q to Q 6 ch
32 K to Kt sq	Resigns.

(a) P to Q 3 at once would be the proper course.

(b) Here Black should play 9 B to K Kt 5, or he might move 9 B to K 3.

(c) Black has secured a great superiority. By moving P to K R 4 at this juncture he would leave his adversary no alternative to the loss of a piece under very disadvantageous circumstances.

(d) Black has contrived to get rid of most of his advantage; yet he might as well have won a Pawn here by B takes Kt.

(e) The Pawn should have been taken with the Bishop at once.

(f) Black, intent upon his attack, overlooked both this move and the next. They relieve him from all anxiety as to his future.

(A) This [classical] defence is now wholly abandoned.

(B) The usual move is 6 P to Q 4.

(C) A very interesting variation arises from the continuation:—

8 Kt to K B 3	8 Q to R 4
9 K Kt takes P	9 Q takes Kt
10 B takes P	10 Q to Kt 3
11 B takes P ch	11 K to K sq
12 B to K Kt 3.	

(D) This and the following moves are very weak.

(E) After:—

	18 B takes Kt
19 P takes B	19 Q takes P ch
20 K moves	20 R to K sq

Black has, I think, an easily won game.

GAME 257.

Played in the Lewis' tournament at the Régence. Put the K Kt at Q B sq and the Q B at K Kt sq.

White. M. Siwinski.	Black. M. Chaseral.
1 P to K 4	1 P to K 4
2 P to K B 3	2 P to Q B 4 (a)
3 Kt to Q B 3	3 P to K B 3
4 B to K 3	4 P to Q R 3
5 P to K B 4 (b)	5 P to Q 3
6 K Kt to K 2	6 Kt to Q B 3
7 Kt to Q 5	7 P to Q Kt 4 (c)
8 P to Q B 4	8 B to K 2
9 Kt to Kt 3	9 P to Q Kt 5
10 Q to R 4	10 Q to Q 2
11 Kt to R 5	11 K to B sq (d)
12 B to K 2	12 B takes Kt
13 K P takes B (e)	13 Kt to Kt sq
14 Q to B 2	14 P to Kt 3
15 Kt to Kt 3	15 P to B 4
16 P takes P	16 P takes P
17 Castles K side	17 K to K sq
18 B to R 6	18 R to Kt sq
19 Q R to K sq	19 Kt to Q 3
20 P to Q 3	20 Kt to B 2
21 B to B sq	21 P to Q R 4
22 B to B 3	22 B to R 3 (f)
23 P to Kt 3	23 P to R 5 (g)
24 B to Kt 2	24 P takes P
25 P takes P	25 Q to Q 3
26 R to B sq	26 R takes R
27 R takes R	27 P to R 4
28 R to R 8	28 P to R 5
29 Kt to B sq	29 B to Q sq
30 B to B sq	30 K to B sq
31 Q to R 2	31 K to Kt 2
32 R to R 7	32 B to B 2
33 B to K 3	33 K to B 3 (h)
34 Q to K B 2	34 Kt to Q 2 (i)
35 Q takes P ch	35 P to Kt 4
36 Q to B 2	36 R to K R sq
37 Kt to Kt 3 (k)	37 Kt to R 3
38 B to Kt 4	38 K to Kt 2
39 K B takes P (l)	39 R to K B sq
40 B takes Kt P	40 P to K 5 (m)
41 Q to Kt 2 ch	41 K to Kt sq (n)
42 Q B takes Kt	42 Q takes Kt
43 R takes B	43 Q to K 6 ch
44 Q to B 2	44 Q to B 8 ch
45 Kt to B sq	45 Q to Kt 4 (o)
46 P takes P	46 Kt to B 3
47 P to K 5	47 Kt to Q 2 (p)
48 P to K 6 (q)	48 R takes B
49 Q takes R	49 Q takes Q
50 P takes Kt	Resigns.

(a) Preventing the advance of the adverse Q P, hampering, at the same time, the development of his own forces.

(b) White could save time by playing, on the 2nd move, K Kt to K 2, and then P to K B 4.

(c) The proper course was to develope the pieces; this early advance of the Queen's flank is worse than useless.

(d) Black is forced to protect the Pawn with the King. He cannot retract the Bishop on account of the threatened sacrifice at B 3.

(e) Far better than to take with the B P; the continuation of the game shows however how unpleasant a double Pawn is in a close position.

(f) 22 B to Q 3, followed up by Q to B 2, and Kt to Q 2 would procure Black a fine game.

(g) Simply preposterous; as Black's Rooks are divided, he opens the Q R file for the benefit of the opponent.

(h) A move exceeding the usual limits of weakness; Black's game becomes now hopeless.

(i) If 34 B to Kt 3, White wins the game by he following combination:—

	34 B to Kt 3
35 Q takes P ch	35 P to Kt 4
36 B takes P ch	36 Kt takes B
37 Q to R 6 ch	37 R to Kt 3
38 Q to R 8 ch and mates on the next move.	

(k) White conducts the final attack in very good style.

(l) 39 Kt takes P ch, Kt takes Kt, 40 Q takes Kt was the shorter course.

(m) Trying the last chance.

(n) If 41 Kt to K 4, White wins by 42 Kt takes P, Q to Kt 3, 43 Q takes Kt ch; if 41 Kt to B 3, White forces the game by 42 Kt to B 5 ch, K to Kt sq, 43 Kt takes Kt ch, R takes Kt, 44 R takes B, &c.

(o) Black overlooks here the proper moment to resign.

(p) If 47 Kt to K or Kt 5, White mates in three moves.

(q) White played skillfully throughout, and finishes the game prettily.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 179.

Played at the Westminster Chess Club, 22nd April 1874.
Score 4 all.
Z turns up D Kn.

	A. Solomon.	X. Picciotto.	B. Kisitaff.	Z. F.H.Lewis.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 180.

B's Hand—H A, Kv, 4, 3; S Kg, 4, 3; D Q, 5, 3; C 5, 4, 3.
Score—A and B 3 to love. H Trump.

	A.	X.	B.	Z.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 181.

Played at the Thatched House Club.
Score—love all. Z turns up C 4.
B (Horace Lloyd's) hand, C Kg, Kv, 10, 8, S A, Q, 10, 8; D Kg, 10; H A, Kv, 9.

	A. C. Mossop.	X. Phillips.	B. H. Lloyd.	Z. Wilmshurst.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND 179.

NOTES.—Trick 1. A leads from 5 trumps, with an apparently safe hand. Z shows his partner the truth at once, but does not continue trump, being weak in the discard of his partner. Trick 4. A should have led Spade. Clubs being Z's suit, and X having discarded Spade, X had probably strength in Hearts. B might then have retained his Heart Ace to bring in Spades. Trick 8. By the fall of the trumps, Z knows that the 6 was the lowest of a sequence, and that therefore A led from 5 trumps. If the lead had been from 4, 6 the lowest, then the 10 was with B, and Knave being turned, and X renouncing, B must have headed the 6. Trick 9. Very well played. It is almost a certainty that A has thrown the Spade Ace not to stop his partner. If Z had played Diamond King, A would ultimately have got, upon the return of the third Spade, the discard of his Heart Knave, and won the game.

HAND 180.

NOTES.—Trick 3. A knows that B has the Club 5. B knows that A has all the Clubs, and X and Z know that neither of them have a Club. Tricks 8 and 9. It is very hard on Z, but he must lead out his Ace to save the game.

HAND 181.

NOTES.—The hand possesses little interest, but from the circumstance that we cannot recall any other hand played by Mr. Lloyd. In these Papers there are 3 or 4 hands that he kindly sent us, but they were published without his name, and we cannot remember which they were. The finesse of the Club 10 and the Heart 9 are characteristic of the player. Trick 1. The lead of the trump is the old fashioned way of play; *i.e.*, the system in vogue about 20 years ago. We are sorry to see this system exploded. The modern player would lead the Diamond 2, in the hope of obtaining a ruff, and he would justify his play by stating that he had 5 trumps. Trick 2. B opens his strong suit. He is sufficiently strong to play his own game. Trick 7. A plays to Z's discard. X should have saved the game with the Diamond Ace. We are not sure whether Z was Mr. Wilmshurst or Cam.

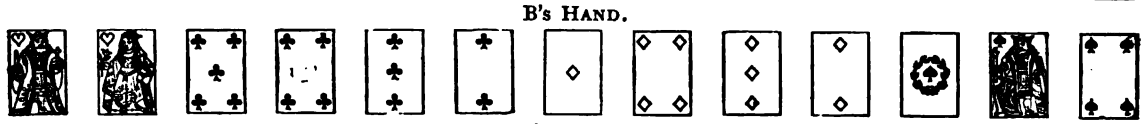
No. 91.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. LEWIS.

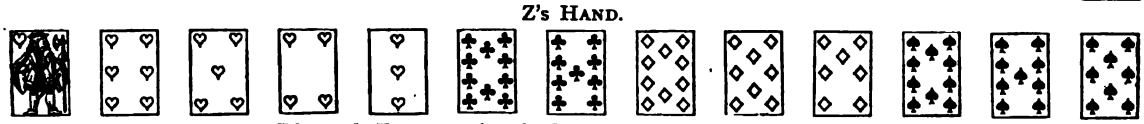
A's HAND.

X's HAND.

B's HAND.



Z's HAND.



Diamonds Trumps. A to lead and A and B to make 5 by cards.

SOLUTION TO MR. F. H. LEWIS'S DOUBLE DUMMY PROBLEM, No. 88.

By E. J., Gordon-square.

ANSWER.—X and Z can make three tricks.

We gave the wrong Solution to this Problem in our First Edition of Last Month.

1. A leads Heart 5; X puts on Kv; B the Queen; won by B.
2. B leads Club 7; Z puts on Ace; won by Z.
3. Z leads Diamond Kg; A puts on the Ace; won by A.
4. A leads Spade Ace; won by A.
5. A leads Spade Queen; won by A.
6. A leads Spade 7; B puts on Kg; won by B.
7. B leads Club 6; Z plays the 3; A the Kv; won by A.
8. A leads Club Kg; won by A.
9. A leads Heart Ace; won by A.
10. A leads Heart Kg; Z trumps with the 10; won by Z.
11. Z leads Diamond Queen; won by Z.
12. Z leads small Diamond; A trumps; won by A.
13. A leads Heart 10; won by A.

SOLUTION TO MR. F. H. LEWIS'S DOUBLE DUMMY PROBLEM, No. 89.

1. A leads Spade 8; X puts on the 2; B puts on the Queen; won by B.
2. B leads Diamond 2; Z puts on the 10, and A the Queen; won by A.
3. A leads Diamond Ace; won by A.
4. A leads Spade 7; X takes it with the Ace; won by X.
*5. X leads Club 10; Z passes it, and A puts on Kv; won by A.
6. A leads Heart 6; Z takes with the 10; won by Z.
7. Z leads Club Ace; won by Z.
8. Z leads a small Club; A wins with the Kg; won by A.
9. A leads Heart 7; Z wins with the Kv; B throws Spade 6; won by Z.
10. Z leads Heart King; A takes with the Ace; B throws Spade 9; won by A.
11. A leads Diamond 8; X trumps with Heart 5; won by X.
12. X must lead a small spade; B puts on the Kv; and Z is forced with the Queen of trumps; won by Z.
13. Z leads long Club; A trumps with long Heart; won by A.

NOTES.

*5. If X leads Heart 2; A passes Z's 10; won by Z.
6. Z leads Club Ace; won by Z.
7. Z leads Club 3; A takes with the Kv; won by A.
8. A leads Heart 7; Z takes with the Kv; B throws Spade 6; won by Z.
9. Z leads Club 5; A wins with the King; B throws Spade 9; won by A.
10. A leads Heart Ace; won by A.
11. 12. 13. Same as before.

6. If Z leads Heart Kv; A passes it, and B discards Spade 6; won by Z.
7. If Z leads Heart King; A takes it, and B discards Spade 9; won by A.
8. A leads Diamond 8; X trumps with Heart 5; and Z discards a small Club; won by X.
9. X leads Club 10; Z passes it; A takes with the Kv; won by A.
10. A leads Diamond 7; B wins it with the 9; and Z is forced with the best trump, Heart Queen; won by Z.
11. Z leads Club Ace; won by Z.
12. Z leads Club Queen; A takes it with the Kg; won by A.
13. Z leads long Club; A trumps with long Heart; won by A.

SOLUTION TO DOUBLE DUMMY CURIOSITY, No. 90.

1. A leads Club 2; X puts on the 9; and B the Queen; won by B.
2. B leads Spade 3; Z puts on the 9; and A the Queen; won by A.
3. A leads Spade Ace; won by A.
4. A leads Spade 2; X puts on the 8; B trumps with Diamond 3; won by B.
5. B leads Heart 2; Z puts on the 7, and A the Queen; won by A.
6. A leads Heart Ace; won by A.
7. A leads Club 4; B covers the King with the Ace; won by B.
8. B leads Heart 4; Z covers with the 9; A trumps with the Diamond 10; and X must put on a lower one; won by A.
9. A leads Spade 2; X must trump with one lower than B's 9, who trumps with it; won by B.
10. B leads Heart 6; Z puts on the King; A trumps with the Diamond Kv; and X undertrumps; won by A.

SOLUTION OF DOUBLE DUMMY PROBLEM, No. 89.—Muff, Arlington, E. J. (Gordon Square), Captain B., Dr. Z., Albemarle, Ruff and Lex—correct. All others wrong. No. 90.—All solutions right but Ruff.

T. R. H. (*A savage Correspondent on Dummy Solvers*) writes as follows:—"I beg to call your attention to my remonstrance against the three lines of editorial following the solution this month (page 258), as implying an offensive charge against those players who, possibly, with perfect truth, assert that they have mastered any problem, but have omitted to supply you with evidence of the fact, and, moreover, as being untrue in effect, as it is very far from easy to put down an exhaustive and demonstrative solution where much choice of play exists. It is particularly unhappy in the present instance, as the solution actually given by you is untenable in the second card played. As the cards lie, A and B cannot prevent their opponents from getting 3 tricks if X plays the Heart Knave, second player, and similarly plays or withholds the Spade Knave, so that B may be unable to take a second trick in either suit." Our amiable correspondent writes a good long paragraph in the same strain, which he runs through with his pen, but leaving the whole quite easy to read. He gives what he is pleased to call a solution, and adds, "I find I am making 'A' play more trumps than he actually held. I must, therefore, abandon the attempt to demonstrate any solution." In other words T. R. H. does not know the solution. He does not find it out, and yet T. R. H. and such as he go about talking of the problems as ridiculously easy. That he did it without putting up the cards, and, in fact, it could scarcely be called a problem. He and such as he make the opponent play in the most ridiculous manner, and they think they have solved the problem. We hear the same story everywhere, and we get about 3 out of 50 or 60 solutions right. We venture to repeat to T. R. H., if you solve the problem, put down the solution. It is not much trouble to do so, but if you do not put it down, do not brag that you have solved the problem, because 9 times out of 10 you will be wrong in your statement, and you will, to use your own words, make A play more trumps than he actually holds.

JOTTINGS.—DISAGREEABLE PEOPLE.

WE cannot travel far without meeting a vast number of disagreeable people. The Whist community seem to us to possess too large a proportion of this class. Manners are a safeguard against brutality; manners enable men to bear and to suffer without giving outward signs of anguish. If children cry, they are told to be men; in other words, to suppress certain emotions. This is education,—the conversion of bears into civilised beings. There are a large number of good fellows who play cards; they receive, at the Whist table, great provocation; but it is only at the Whist table that men so far forget themselves as to shew their anger. There are disagreeable Whist players of all ages, and in all ranks of life; there are good players disagreeable and captious, and there are bad players who are disagreeable and find fault with their betters. These judge

by results, or fail to understand a player taking an ordinary risk. We believe, we have been more scolded for trying to get to the point of five and getting only to three, when we could have got to four, than for all the rest of the blunders we have committed at the card table, and if we attempted to explain to the captious bad player that this is not bad play, we should get to a wrangle, and he would esteem us little short of an idiot. Ignorance may be an excuse for a bad player, but what about the good player. We could point to men who take high rank amongst the skilled players of the day, who, to our thinking, are intensely disagreeable, offensive in manners, touchy, ill tempered and overbearing. "Ye take too much upon yourselves, ye sons of Levi." If the leaders do these things, what are we to say to the lesser lights? if the good players set a bad example, it is no wonder that we have to complain of the want of manners at the Whist table. The husband quarrels with his wife, the uncle with the nephew, father with son; it is dangerous for relations to play together; familiarity tends to cause wrangling. Fathers and uncles teach their sons and nephews, and expect an amount of deference at Whist from which the youngsters soon revolt; age and youth become equals at the Whist table, but the elders naturally expect and are entitled to deference, which, during the excitement of play, the youngsters are not always able to give. We do not refer to those old gentlemen (and they are many) who take advantage of every mistake, and inflict the full penalty, and are angry when the tables are turned against them. If we make a mistake it is bad taste to try to escape the penalty, yet we constantly see men get angry when a card or suit is called, in consequence of a lead out of turn or of a card being exposed. When men get so excited and angry at Whist it is necessary that we should have stringent and well understood rules, and the player who does not submit, or who does not even submit gracefully to the laws, is not the gentleman we desire to play with. It is never pleasant to suffer punishment, but gentlemen are expected to submit to the law, or refrain from play. No man should express or even feel any sense of injury from paying a penalty which he or his partner has incurred. No one purposely makes a mistake. We take our partners with all faults. We can avoid the most careless if we choose, but, having voluntarily set down to play with the careless man, and in due course we suffer, it is not the part of a man to cry over spilt milk, but to bear the penalty with equanimity. It is no part of a man's duty to upbraid his partner for the inadvertence; on the contrary, it is an act of impertinence to do so. A player makes an obvious mistake. He puts the Knave instead of the King on the Queen, and loses the game. An agreeable man will forget and forgive, the disagreeable man will keep harping on this single string, forgetting that Whist was not invented to make people uncomfortable, but to add to their pleasures. If in a moment of anger one forgets himself, and says what he knows he ought not to have said, his duty is obvious, viz., to apologise for the wrong he has done; every one must regret being angry at Whist, but, being angry, there is all the more necessity for closing one's mouth. If the ass brays he will acknowledge his folly; there are few men that will not accept an apology; an apology freely given is of more value than fifty apologies delayed, and an apology offered should be gracefully received. An apology after a duel was an unsatisfactory proceeding, and although, in the days of duels, men feared to apologise, because they feared to exhibit cowardice, we have no such reason for inducing us to be afraid now, and the moral cowardice was more often exhibited in refraining from doing what was right, rather than the personal courage was shown by standing to be shot at. There are many disagreeable things at Whist on which we have often dilated, and we fear to repeat ourselves. We go to the club to play, and we want to form a table; one of the party declines to play; there are nine men in the room, and instead of keeping out some from the table a general cut is proposed; eight consent, and the ninth declines to do so; two tables are formed, and the ninth man then declares into the table he likes best; this may be law, but the player who thus acts we take it is a cad of the first water. The disagreeable man always forces himself into a table where he is not wanted; he finds a table where there is high betting, and another where the bets are those he is accustomed to play; he insists on his right to enter the high table, instead of going to the table where they would be glad to have him. A set of friends go to the club, and they desire to play together; they are but five in number, Mr. Disagreeable will insist on going in, although he is certain to break up the table the next rubber, and he knows it. He finds again eight people in the room, and he desires to play Whist, if he is not asked he will play, if he is asked he will not. By dint of scolding he drives a player from table 1, leaving it to consist of five players. The player going out enters table 2. At the end of the next rubber Disagreeable will go out of table 1, leaving it to consist of four players, and he will follow the player who went away to avoid his scolding. He plays Ecarté, and his opponent is willing to give up, to form another table. Would Disagreeable ever dream of obliging any one? not a bit of it, he must be disagreeable to the last to keep up his character. He submits a question of law to a bystander, and having received a decision, he wrangles on the subject with the judge he has chosen. He submits a matter to an independent tribunal, and then grumbles at the decision, because it was not exactly what he thought right, as if he, an interested party, were more likely to be right than the unprejudiced judge. Disagreeable is always quarrelling with his partner, finding fault every hand, getting excited, and talking in a loud tone. He forgets that others have ears and nerves, and that he makes his partner uncomfortable and stupid. He thinks no one but himself knows anything about the game, or the position of the cards, and that he, and he alone knows all about it, 'If you had led Hearts, I should have made my ace," forgetting that if we had we could not have made our 13th Diamond. A trick in his hand is worth two of yours. He knows we have the best Heart and the best Club, and we have to make two tricks, he leads then the 13th trump, taking the chance of our throwing away the best of the suit he has, and then grumbles at our stupidity. He plays false and expresses his astonishment

at our want of acumen in not knowing that he had played false, and he never puts the blame on himself for playing false without a cause. There is an absence of candour about Mr. Disagreeable that we do not like. He never commits a fault; at any rate he never confesses it. There never was a Whist player yet who did not make mistakes, and there should be no shame in admitting the fact.

The cheapest commodity in this world, absolutely costing nothing, is politeness. Politeness would prevent many quarrels and smooth many difficulties. Why should Whist players be wanting in this respect? The theory of doing to others as you would be done by, is just as applicable to the Whist player as to the rest of the community, and the remembrance of this fact would help much to abolish the barbarities that we so often see. If a man is asked to play he can say "no" if he likes, but if he said "no, thank you," he would not be lowered in the eyes of his peers.

Are we conscious that we are ever disagreeable? We do not want you to confess to us; we do not desire you to believe that the player exists who does all the disagreeable things that we have referred to, but there are many others we have not mentioned. Have you any little disagreeable quality of your own? if so, try to get rid of it, try to make the game not simply an intellectual game, not a game to gamble at, but a game at which we can all be pleasant and enjoy ourselves. Every one can add to the pleasures of others, and he is a selfish man indeed who makes no effort in this direction.

IS IT A REVOKE?

The point raised by Mr. F. H. Lewis, in our February number, deserves discussion. It is as follows: A and B play against C and D. A threw down his cards, and B did likewise, and C exercises his right to call. A spade being led, C took from A's hand the D king, although A had a spade. A allowed C to so play, and at the end of the hand A claimed a revoke. On the other hand, a claim of revoke is made against A. The first claim, I agree with Mr. Lewis, is ludicrous. On the 2nd, Mr. Lewis holds that A revoked for the reason he has alleged, with his usual ingenuity. These arguments fail to convince me; and Mr. Lewis in the latter part of his letter anticipates the ground on which I venture to differ from him. I agree that there is an intelligent being sitting behind A's hand, and he must exercise his reasoning faculties, and must not permit his adversary to claim what he cannot legally claim; so that if C calls a diamond when by the laws of the game A is bound to play a spade, A must not comply with the unlawful demand, but if he does so from inadvertence, I contend that there is no revoke. C is clearly the cause of the error, and A must not be punished for inadvertence so caused. We must look in these matters to see who is first in fault, and according to my view of the law, C is the cause of the error. A casuist may say that the original cause was the throwing down the cards by A. I do not, however, think Mr. Lewis will take that point. Again, C has no right to touch A's cards at all. C calls the cards, and A plays them. It is very bad taste to take another's cards when on the table and play them. I often see this done, and I therefore am glad of an opportunity of pointing out the impropriety. I think, with Mr. Lewis, the point is new, but I differ from him in his theory as to dummy and as to there being a penalty. There is, says J. C., "no object in a penalty for an error by which he who commits it can by no possibility profit; thus dummy's partner may, without being liable to any penalty, expose some or all of his cards." In the case stated, I see no possibility of A obtaining a benefit by throwing away the D king. The latter part of J. C.'s observations I have quoted because I conceive that the rule of double dummy is the only one analagous to the case in point. Rule 2 says, "Dummy is not liable to the penalty for a revoke, as his adversaries see his cards." It seems to me that Mr. Lewis fails to appreciate the reason why dummy is not liable to the penalty of a revoke. It is because his adversaries can see the cards. Now, here the opponents can see the cards. At dummy there is presumed to be an intelligent being before dummy, just as there is an intelligent being behind the cards, yet dummy cannot revoke, because his adversaries can see his cards. In my judgment, therefore, no revoke was made. I do not agree that the case is the same as when one or more cards are exposed; *e.g.*, a spade is exposed on the table and called when a heart was led, the player having a heart. There is no doubt about the revoke, but no one is in fault but the player. The caller has no opportunity of seeing that the player has a heart. But the subject is worth discussion, and I shall be glad to hear from any one that can throw further light on the subject.—Ed. "Westminster Papers."

REVIEW—ENDLESS MIRTH AND AMUSEMENT.*

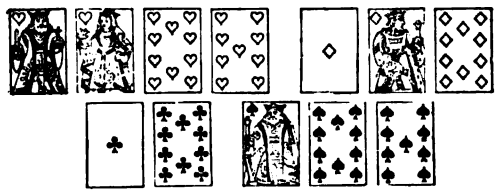
An appropriate title for a book that includes every parlour pastime, from "forfeits" to necromancy, and teaches the young idea the first principles of chemistry in the guise of "play." The tricks with cards are good; many of them are new to us, and they can be easily acquired. The rising generation have every reason to congratulate themselves upon living in an age in which acknowledged talent is engaged in devising schemes for their special entertainment. To all who wish to promote innocent enjoyment what can be more desirable than endless mirth and amusement. Nothing. Then buy the book.

* *Endless Mirth and Amusement.* London: Dean and Son.

PIQUET DISCARDS.

ELDER HANDS.

No. 76.



Score 20 to 7.

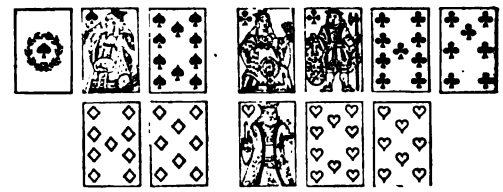
Captain Patton Discards H Kg, Q,9 ; S Kg, 9. Took in D 9, 8, 7 ; S Q, Kv. Made 77 to 5.
Mr. Hilsen and Mr. Belaieff would have discarded S Kg, 9 ; C A ; D A, Kg.

No. 77.

Score 38 to 162.

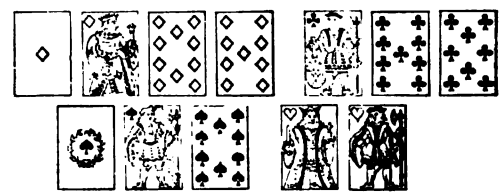
The 4th hand in a Rubicon.
Mr. Hilsen Discards S Q, 10 and left 3 cards. Took in S K, 8. Cards not good. Made 34 to 27.
We prefer S Q, 10 ; H A, Q, Kv.

No. 78.



Mr. Hilsen Discards H K, 10, 8 ; D 9, 8. Took in S K, Kv ; H Q ; D Q, 10.
Made 90.

No. 79.

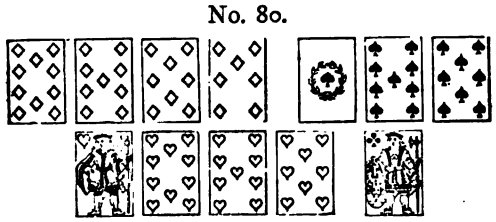


Score 20 to 150.

5th hand in Rubicon.
The Discard, H K ; C 9, 8 ; S 10 ; D 9.
Took in D Q, Kv, 7 ; H 9 ; S K.
Mr. Belaieff prefers D 10, 9 ; C 9, 8 ; H Kv.

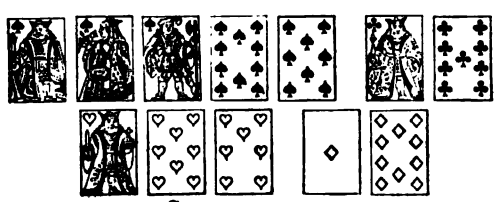
YOUNGER HANDS.

No. 80.



Mr. Bianchi Discards S 9, 8 ; C Kv.
Took in D A, K ; C A.

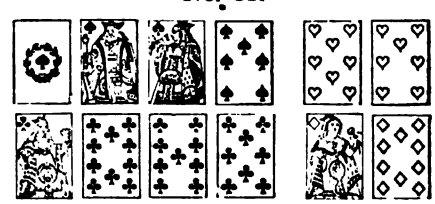
No. 81.



Score 14 to 27.

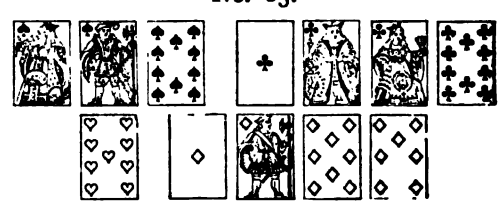
The second hand in a Rubicon.
The Discard H 7 ; D A, 10.
Took in S A ; D Kv ; H Kv.
Made 46.

No. 82.



Mr. Bianchi Discards C 10, 9, 8.
Took in S 8 ; H 9 ; D K.
Made 4 to 73.

No. 83.



Mr. Bianchi Discards D Kv, 8, 7.
Took in H 8, 7 ; C Kv.
Made 6 to 18.

THE LATE HORACE LLOYD, Q.C.

If, 20 years ago, we had been asked who, amongst the young men then starting in life at the Bar, would be the most likely to take a seat on the Bench, we should have unhesitatingly answered, Horace Lloyd. As year by year we watched his career, our confidence increased, until his health gave way some five years ago. Few men at the Bar can retain their business after six months' absence during the busy part of the year. Sir Henry James and Horace Lloyd both did this, and no sooner did they return to harness than did business, as before, pour in. That Horace Lloyd had greater advantages than most men, was tolerably clear. His father's advice and help were of infinite importance. He succeeded sooner than he otherwise would have done but for this extraneous aid; but succeed he must, by the aid of his own strong will, clear head and logical mind. He was a first-rate lawyer, of good address and tact. His voice was too weak for a jury, and he had no pretensions to eloquence, but in Banco he spoke with effect, and the judges listened to his arguments with great deference. Whatever he did, he entered into with spirit, and we, who have to deplore his loss, know how enthusiastic he was in the matter of games. He was our first Whist master, and in the numerous difficulties with which youngsters have to contend, as to law and theory, we found in him a safe adviser. When business was dull, as at starting it must be, he told us that he spent many hours over hands at Double Dummy by himself. 16 years ago he had few superiors at our game. His memory was remarkably good, and he would tell the last card in each hand four times out of five. This we thought a great feat then, but in 16 years the game has so much changed, or we have so much changed, that the idols of our youth are idols no more, and this was the case with Horace Lloyd's Whist. He certainly was not a fine player during the last few years, and it may be either that our original view was wrong, or that after his illness he was not quite the same man. He finessed too deep according to our judgment, and played for too large scores. In a letter we had from him two years ago, he considered the great fault of modern play was not finessing sufficiently. In our company he was nearly always invincible, winning rubber after rubber, and bet after bet, but elsewhere he was not so fortunate, and it may be that with the good fortune he followed fortune and played accordingly. There is nothing like success to give a man confidence, and confidence in yourself and partner is often the cause of success. He played on the Home Circuit and at Brighton. He was fond of Billiards, and believed in himself at this game, but he gave too large odds. He hoped to serve on our Committee to settle the Billiard Laws, and his death is a great loss to us, for a real sound lawyer is difficult to find. He played principally at the Whitehall Club, where he was always a great favorite. Indeed this is not strange, for whenever he threw off the coldness that was common with him towards strangers, and this he did very soon, he was a most charming companion. At Chess he was a strong amateur, and used to play at the Divan in the days when Joseph Brown, Q.C., did not disdain to amuse himself, and Buckle would sit for eight hours at hard play, and call this relaxation. Mr. Lloyd was fond of a gamble, and spent many of his vacations at Homburg and Baden-Baden. The Whist Hand No. 181 was one of the last we played with him. It does not contain much point, but it is the only one of his, we fear, that we have by us.

DRAMATIC NOTES.

We wrote hastily and inaccurately last month when we said there would be little or no change at Easter, and never was a loose statement more speedily punished by a practical contradiction, as a severe course of theatre going for the last week or two will abundantly testify. But, in spite of our industry, we have been unable to see all the novelties produced; which is, perhaps, immaterial, when we reflect that before the 1st of May, some of them will have already been consigned to an untimely grave. At the Royalty and the Court, for instance, the changes have been so many, and rapid, that it would be idle for a monthly chronicler to attempt to keep pace with them. At the Queen's, a play entitled *Fair France*, in which the author, who was also the lessee, took a leading part, perished after the (in these days) astonishing short run of two nights. We regret not having been lucky enough to see it, but an abundance of contemptuous condemnation may be found in the daily and weekly journals of the date, for was not the author outside the circle of literature and art? We have not seen Mr. Irving in the revived *Bells*, nor have we heard the Adelphi *Prayer in the Storm*; but, with these exceptions left out, there yet remains a budget of new plays on which we can briefly comment. Before doing so, it is worth while to notice that at the beginning of this, the seventh volume of these Papers, the general "situation" in the theatrical world is very similar to that of a year ago. The over-running of the provinces by London companies is as conspicuous now as then; and also the absence from London of the great majority of actresses who can act, such as Mesdames Vezin, Neilson, Dyas, Foote, Beatrice and Wallis. The removal of Messrs. Valnay and Pitron's company to the Princess's Theatre has given occasion, as it did last year, to

fresh attacks on the prohibitory powers of the Lord Chamberlain, and to new specimens of unbounded eulogy of French plays and players by the critic of the *Athenæum*. The spectacle of a learned and able man, such as this critic is, so completely mastered by Gallomania and Anglophobia is very melancholy. Last year, at this time, he went out of his way to write columns of praise and justification in behalf of *Tricoche et Cacolet*, a coarse play, of no literary merit, the very fact of whose production here excited the astonishment of cultivated Frenchmen. This year, in the *Athenæum* for April the 25th, he occupies nearly the whole of the space allotted to him by an elaborate and eulogistic analysis of *La Maratre*, a play certainly of better type than *Tricoche et Cacolet*, but unsuited for a comedy stage, by its wildly melodramatic plot. Who cannot imagine how, if such a play, where most of the principle characters poison each other, had been produced by an English author, this very critic would have poured out the vials of his wrath upon it, or dismissed it in a few lines of scorn, as only fit for benighted and insular playgoers on the Surrey side of the Thames? But as *La Maratre* is written by Balzac, and acted by Madame Laurent, the critic of the *Athenæum* goes down on his knees to worship them. It is to the unreasoning eulogies of this gentlemen, and certain others of the same France-bitten type, that we owe the temporary exclusion of humourous farce from the stage, and the substitution of something which is a combination of farce, squib, burlesque and operetta, and almost invariably translated from the French. To this class belong *Eldorado*, *Peacock's Holiday*, *The Fire Eaters* and the *Great Metropolis*, in which the spectator must indeed be easy to please if he can find unbroken pleasure. The palm of imbecility must be given to Mr. Burnand's *Great Metropolis*, the Gaiety musical after-piece, which is worthy to be placed by the side of *Tom Tug* and others by the same author. We wonder whether he will put it in the form of a novel, and offer it to the editors of *Macmillan's Magazine*. It would prove a worthy successor to *My time, and what I have done with it*. Whatever Mr. Burnand may have done with his time formerly, he has wasted it of late.

Lawyers and farmers have invariably been prominent subjects for caricature on the stage. The lawyer in Mr. Byron's *Thumbscrew*, and the farmer and his nephews in Mr. Reece's *Dolly's Delusion*, are as much like lawyers and farmers in real life, as the parsons of Fielding and Smollett are like those of this day. No contemporary dramatist would draw a clergyman in habits and appearance like a drunken butler, and we cannot see, therefore, why Messrs. Byron and Reece should so misrepresent the other professions we have named. For Mr. Byron, indeed, there is some excuse. He had to provide Mr. J. S. Clarke with a character which should create roars of laughter, and it mattered little what exaggerated form it should take, so long as the required object was gained. The *Thumbscrew* itself, though called a melodrama, is a farce in five acts, as, indeed, are most of Mr. Byron's serious dramas, when acted by incompetent performers. A terrible fate has overtaken Mr. Byron. He used to write burlesques, in which he successfully held up to ridicule the absurdities of melodramas; now he is condemned, by way of punishment, to write melodramas, in any one of which are enough ridiculous situations to supply half-a-dozen burlesques. With Mr. Reece the case is different. It is evident that he seriously believes the farmer, his wife and his family, in *Dolly's Delusion* to be true to life. If he will take the train to any part of Lincolnshire or Norfolk, his eyes will be opened, and he will find that better studies of life and character can be obtained by personal observation than by a diligent reading of bygone dramatists. In no respect can *Dolly's Delusion* be called a good play, for it has neither plot nor originality, and is strongly impregnated with the style of Mr. Craven. It owes its success—for it is a success—to the cleverness of the author in stage "business," and to his ingenuity in bringing down the curtain in each act to a good situation. But there is curious evidence in this play, as also in Mr. Albery's *Pride*, of the sacrifice of reality involved by a stern adherence to the rule of unity of time and place, that is, that each act should be confined to a single scene. In the farm parlour, kitchen, barn, or whatever else it is intended to be (for it is like nothing in real life), which forms the scene of the first two acts of *Dolly's Delusion*, the characters troop in and out, each pair or set having their share of dialogue independently of one another. The inmates of the farm are forced to retire from their own room when their visitors desire to have a little private conversation. We have no space to go elaborately into this question, but Mr. Reece's squire, and Mr. Albery's billiard marker (in *Pride*), may be easily seen to prove that in order to ensure unity, harmony is sacrificed. As for his rustics, we would ask Mr. Reece whether he thinks they are less of a caricature than those in *Eldorado*, which follows *Dolly's Delusion*. The latter is called a drama, the former a burlesque; but it is difficult to perceive a difference between them. In fact, the two pieces might, without any inconvenience, be joined together and performed as one play. We may suppose that after the general reconciliation at the end of *Dolly's Delusion*, Mr. Reece's characters have resolved to celebrate the joyful occasion by a visit to London or Paris, and then *Eldorado* might commence. The dresses worn by Messrs. Odell and Cox in Mr. Reece's "story" are as grotesque as those they wear in Mr. Farnie's "Folie Musicale," and quite as untrue to nature.

Mr. Albery has produced two plays this month. The first, *Wig and Gown*, being written for, brought out by, and owned by Mr. Toole, is, consequently, written on the one-part principle; that is to say, the dramatist does not exert himself to portray a number of nicely contrasted characters, but holding a popular low comedian in his eye, writes for him, and him only. Such plays are of no value to the public, but are useful to the popular low comedian. *Wig and Gown* is curiously constructed; the first and third acts have something to do with another, but the second is independent of both. It is, however, the most effective of the three at the Globe theatre, chiefly owing to the artistic manner in which Mr. Arthur Cecil plays a small character. As for

Mr. Toole, he is much the same as usual, and has, luckily, no opportunity of displaying his pathetic powers. Mr. Albery's second play, *Pride*, produced at the Vaudeville, is of a more ambitious character. It strongly resembles the *Two Roses*, especially in the last act, but is by no means so interesting. That slavish adherence to which we have already alluded, to one scene in one act, causes each act in *Pride* to be too long and wearisome, and involves a great sacrifice of probability. It is on account of this law that Mr. Albery is compelled to allow his billiard marker (but why a billiard marker?), his mechanic, and his Sunday school mistress to roam in and out of Mr. Cadbutton's library at their will and pleasure. The billiard marker also, in the third act, converses familiarly with the ladies of Mr. Cadbutton's family, in Mr. Cadbutton's park, simply because there is only one scene to introduce him in. Again, the plot leads to nothing; the disclosure of Mr. Cadbutton's past life leads to nothing; the robbery leads to nothing. Nothing leads to anything in this play. And who is it that is the representative of either proper or false pride? Mr. Cadbutton, the *parvenu*, can have no false pride when he allows all the village to stroll about his house. His brother-in-law, the baronet, can have no pride when he robs his relative of some money to play at cards with the billiard marker; nor can the young hero have much pride when he accepts the hand of the daughter as the price of the father's secret. The most ludicrous point of all is reached when the said baronet, having robbed Mr. Cadbutton, and allowed another person to bear the blame, proceeds to lecture the man he has robbed, evidently with the full approval and intention of the author, and generally points the moral. The play is altogether unsatisfactory. If it has a moral at all, it is a false one; poetical justice is not dealt out on the man whom the author intends to be the character, but who is really no worse than anybody else; and there is a cant of cynicism, and a certain obsolete Tory cant which runs through each act. With all this, the play was, on the first night, a success. This was owing to the capital acting of the Vaudeville company, to the exceeding wit and cleverness of some parts of the dialogue, and to the fact that both the management and the author had a strong party of friends in the theatre. But these first night verdicts are occasionally very reckless.

No one should fail to see the new arrangement of the *School for Scandal* at the Prince of Wales' The scenery, the dresses, and the embellishments are gorgeous and in good taste, and the acting is not without merit; decorations, however take the first place. Each fresh production at this theatre brings, in turn, some member of the company to the front; and in the *School for Scandal*, the Sir Benjamin Backbite of Mr. Lin Rayne is very good indeed. Nor should Mr. Phelps' few remaining nights at the Gaiety be neglected. Nothing finer than his acting in various characters is to be seen on the stage. The St. James' Theatre is to be opened on the 1st May, for a new venture. We have counted in the programme the names of some forty ladies to five gentlemen. The promoter of the speculation is not a man to be envied.

ANSWERS TO CORRESPONDENTS.

CHESS.

R. OF B.—At the last moment we are obliged to defer the publication of your problem, until next month.

J. N. K.—Please re-examine your five-mover. 1 R to Q Kt 7 (threatening mate), followed by Kt takes P at R 6, appears to be "another way."

E. F.—Thanks for your letter. It appears in the present number.

W. T. P.—We have much pleasure in printing the problem in the *Chess World*, and we shall be heartily glad if it stands the powder and shot of our reviewers.

W. H. Hotchkin (Watertown).—Thanks for your complimentary letter. The exchange address is noted, and shall receive our best attention. Mr. Wormald's book has been in type for some time; the delay in its publication arising, we regret to say, from the delicate health of the author. There was only one edition of Kling and Horwitz's Studies, and the date is 1851. We are glad you agree with us about the "solely-devoted to Chess" sentiment. It is a "fad," that excites only ridicule among practical men.

J. W. (Huddersfield).—We take some blame to ourselves for omitting to arrange the exchange, and can only urge in extenuation that we supposed it had been done long ago.

D. CLARKE (Barnaul, Siberia).—Accept our best thanks for the problems. If found to be correct, they shall appear in due course.

S. H. THOMAS (Truro).—Thanks for your cordial letter, the address is noted.

G. B. S. (Felsted).—The problem, which is a very elegant one, shall have due honours. You will find full details of the Maryland problem tourney in our number for March last.

C. W (Kirkee).—Thanks for the batch of problems. Several of those previously received have succumbed to our examination, but as they have no distinguishing number or mark we see no way of indicating them.

R. W. JOHNSON.—Your five-mover shall have a thorough overhauling this month, and, if found correct, it shall appear in our next.

WHIST.

CAPTAIN R. (*Entering new table*).—You must declare your intention to enter before any player cuts a card to ascertain who is to go out, or who are to be partners.

S. (*Shuffling*).—The literal words of the law and the practice are slightly different. The dealer's partner gathers the cards, and, according to law, then shuffles. If the player to the left desires to shuffle he can do so, and, according to custom, he hands the cards back to the dealer's partner, who hands them to the player to his right, who shuffles and hands them to the dealer. The law would seem to require the dealer's partner to shuffle, and then place them to the left of the dealer. Then the player to the dealer's right may take up the cards, and shuffle and put them back again to the dealer's left, on which the player to the dealer's left may take them up and shuffle, and put them back; and after that the dealer shuffles. The arrangement is so complicated that it is seldom enforced in its entirety, or we should never get through our rubber.

CODFORD ST. PETER.—The D. D. solution probably answers your difficulties.

C.—It is very seldom good play to pass a certain winning card, even when your only trump is the best. Of course if you are sure of the position of the cards you may do so to advantage.

In the case sent, by passing the 5 winning Hearts you appear to have lost 5 tricks, because, by no possibility, could the leader have got in to make any one of his Hearts, and we should have thought that when a player led a card of which no one followed suit it would be possible to count how many of the suit the leader had left. Some players can; but it seems some players cannot do so.

R. (*It is my Trick*).—If any one, prior to his partner playing, says, "It is my trick," the partner can be required to win the trick if he is able to do so. It follows if the partner has not one of the suit led he must trump.

A. (Westminster).—(*Seeing Trump Card*).—I deal; the cards are properly cut, and I am in the act of dealing. An adversary alleges that he can see the trump card, and claims a new deal in consequence. Can he do so?—*Ans.* We know of no such right. If the dealer looks at the trump card, the adversaries have the right to see it, and may then elect to have a new deal or not; but if he does not see it what harm is done? To establish the claim it must be contended that the card is an exposed card within the meaning of the code, and we do not think it is.

J. R. (*The Blue Peter*).—We do not think any benefit can accrue from further discussion of this matter. We know that you and many others signal, and you intend thereby to inform your partner that you have a reasonably strong hand, and no doubt, as you say, that is always pleasing information for your partner. We prefer to keep on the old line and stick to a rule. With the rule kept, we have confidence and play accordingly. When each man calls because he thinks he has sufficient strength to justify it, and each player differs from the other as to what is sufficient strength, we must be guided by our knowledge of the player and not by the call.

J. C. (*Exposing Cards*).—In the course of play one of the players, perceiving that he cannot take a trick or help his partner, lays his cards face uppermost upon the table. He does this on the avowed principle that the enforcement of the penalty cannot be of any advantage to the adversaries, and that his partner may be benefited by knowing that he can expect no assistance, and also what cards are against him. The question I wish to ask is this, How far is the above proceeding consistent with the unwritten Law of Whist? Is it or is it not, in your opinion, justifiable that a player should make a practice of adopting this course when occasion arises?—*Ans.* In our judgment the man who thus plays is a cheat, and we should not play with him. All men have thrown down their cards unintentionally, and most of us have lived to regret the circumstance, but to do so with the avowed object of obtaining a benefit, which neither law nor common honesty will sanction, is something so outrageous that we are astonished the point could be raised.

S. AND T. WHIST CLUB. (*Misdeal*).—I shall be glad to have your opinion on the following point. A and C were playing Whist against B and D. In dealing, A placed a card midway between his hand and D's. When the trump card had been turned, B, on the dealer's left, seeing that A was in doubt as to whether the card belonged to his own hand or to D's, and that A was proceeding to count his hand to ascertain whether the card was his or not, claimed a misdeal under Rule 44, (head V.) A then said the card was his, but on taking it into his hand, it was found that he had 14 cards and D had only 12. What I should like to know is, does Rule 44 apply to this case, or only to an error *in dealing*? A member of the club stated that A need not have paid any attention to the claim of a mi-deal, but that he might have taken up his cards one by one, counting them as he did so. Is this correct? It seems to me that this rule is intended to cover a case like the foregoing, and that if any one deals so carelessly as not to know to which hand a cards belongs, he cannot complain if he loses his deal.—*Ans.* Sub-section 5 only applies to counting the cards when in the act of dealing. It is every player's duty, including the dealer, to count his cards after the deal is completed. Of course it was a misdeal as soon as it was ascertained that A had 14 and the other 12. In our judgment it is the dealer's duty to place the cards in doubt to the proper hand, and we should require him to do this duty before taking up his cards. Formerly, Cavendish held a contrary opinion, and we commented on the point at the time. Whether he was convinced or not we cannot say, for the oracle has since remained silent.

ÉCARTÉ.

P. (Aldershot).—I, elder hand, call the King,—I have not got it. I correct the mistake after my first card touches the table, but before the younger hand has played. Is there a penalty? If so, what?—*Ans.* We do not see the case provided for in Bohn, Major A., or Cavendish. In the French laws, by Van Tenac, we find the following (41): Lors qu'un joueur a annoncé le roi sans l'avoir dans son jeu, l'adversaire peut reprendre les cartes qu'il a jouées. Cavendish gives the following, Law 24: "If a player marks the King when he has it not, the adversary, on discovery of the error, may require the score to be corrected, and may play the hand, or not at his option. If he elects to play it, the hand, even if partly or wholly played out, must be played over again. If he elects not to play it, he marks the point, and the hand is thrown up." We give this law because it may be urged that the hand is partly played out. We do not think Cavendish meant this, and whether he did or not, in our judgment, our correspondent was in time to rectify the error, and there remains no penalty.

Since the above was in type we understand the same question was sent to the "Field," and the following was the answer: "J. A. L.—If a player marks the King when he has it not, his adversary may throw up the hand and mark the point, or he may have the hand played over again." It is not clear to our mind that the question submitted to us is the same as that sent to our contemporary. We do not in any way change our opinion in consequence of what the Editor has written, nor do we entirely dissent from his views. Whether we have to decide by law or by Cavendish's law, we should equally decide that the player calling the King could rectify his error before the dealer had played, and there is nothing in the Editor's words to show that the point we make was present in his mind. That point is—can a player calling the King rectify his error before the other side plays? In our judgment he can, on the ordinary principle that a man is not, at a two handed game, to be punished for an offence whereby he can obtain no advantage. Our correspondent adds that no such claim as is suggested by the "Field" was made at the time. All that was said was that he (our correspondent) could score nothing. Such a claim is, in our judgment, a nullity.

BILLIARDS.

PROPOSED BILLIARD AND POOL LAWS.—We have received a number of letters on this subject, a few of them suggesting alterations, and the greater number approving of our efforts to obtain uniformity of practice in these games. Two or three notices have also appeared in our contemporaries, and a careful and courteous criticism in "Land and Water." The author of this will see that we have added a clause to Law 31 in the Billiard Code, and altered Laws 7 and 9 to meet his objections. On the other points suggested by him, we have made no alteration, because, however we may agree with him as to the desirability of the changes he suggests, we dared not venture to alter any practice which is universal. We have tried only to consolidate the different codes. From the manner in which our appeal has been received however, we have great hope of getting a committee strong enough to give authority to its legislation on this subject. We have reprinted the proposed laws, and will send a copy to any one writing to the editor for it. All criticism will be thankfully received, and suggestions laid before the committee.

The Westminster Papers.

1ST JUNE 1874.

THE CHESS WORLD.

"The whisperings of our petty burgh."

WE award the prize for the best solutions and reviews of our problems for the past year to Mr. H. J. C. Andrews, of Sydenham. We cannot refrain from adding honourable mention to Messrs. Johnson, Keynes and Nash. We have great pleasure in offering a similar prize, or its equivalent in value in other Chess books, at the option of the winner, for the best solutions and reviews of the problems in Volume 7, commencing with this number.

Prince Leopold has accepted the office of President of the Oxford University Chess Club.

The Queen's Park Chess Club, Glasgow, has closed its meetings for the season. We learn, from the *Glasgow Herald* (by-the-bye the Nos. for Saturday, 16th and 23rd of May, have not come to hand) that the President's prize was won by Mr. Birch, who gave odds to all his opponents; 2nd prize, Mr. Pettigrew; 3rd prize, Mr. J. R. Watson; 4th prize, Mr. J. L. Taylor. On the last night of the season Mr. Jenkins played 12 games simultaneously, winning eight and losing four, and the proceedings terminated with a supper, at which Dr. Duncan presided. Every one appears to have been satisfied with the progress of the Club, and a hope was expressed that the enthusiasm of its members would be contagious, and stir up a like feeling in the Glasgow Chess Club.

The Glasgow Chess Club held its annual meeting on the 16th ult., Mr. Duguid in the chair. The following officers were elected:—Hon. President, Mr. Geo. Macfarlane; President, Mr. Mitchell; Vice-Presidents, Sheriff Spens and Mr. Duguid; Treasurer, Mr. Berwick; Secretary, Mr. Murray. We trust to hear frequently of this Club's doings.

The Nottingham Club has arranged to play a match by correspondence with Ipswich.

Birmingham has begun to make preparations for the meeting of the Counties Chess Association, which is to commence on the 1st of August next. We are glad to see the names of three ladies on the Committee. The Birmingham players have received a severe check at the hands of Cheltenham. The contending forces met at the Midland Hotel, Birmingham, and Cheltenham won eleven games, Birmingham three, and six were drawn, or left unfinished. Mr. Avery, President of the Birmingham Club, invited the players, and many other ladies and gentlemen, to dine, and all parties appear to have enjoyed themselves under the Chairman's genial sway.

The annual match between Liverpool and Manchester resulted in the victory of Liverpool, who won six, lost four, and drew four.

Mr. Blackburne played blindfold, at Derby, early in the month, against ten of the best players of Derby, Nottingham and district, winning seven, drawing two against Messrs. Hamel and Worth, and losing to Mr. Marriott, by an oversight. [Mem.—Can a blindfold player commit an oversight.] The meeting appears to have been a great success. Mr. Blackburne has, for some time past, we regret to say, been in a very weak state of health. Notwithstanding this, he played blindfold, against eight members of the City of London Club on the 13th. At the end of the evening three games were left unfinished, and the games were left to be played on Wednesday the 20th ult. The blindfold player won of Messrs. Rabbeth, Gastineau, Beardsall, Wilson, Down and Dr. Ballard, lost to Mr. Woodard, and drew against Mr. Rippen. Whilst we are on the subject of the City of London Chess matters, we may mention that the tourney amongst the 2nd class players of the Club has come to a conclusion; Mr. Fenton won the 1st prize, Dr. Ballard the 2nd, and Mr. Vyse the 3rd. There were 19 entries, and every player had to play with every other. Amongst the other attractions provided by this energetic Club was an exhibition, on the 13th ult., by Mr. H. E. Bird, of the simultaneous game performance. On this occasion Mr. Bird played 24 games, winning 19, losing two, and three were drawn. Mr. Bird and Mr. Jenkins (we hope these gentlemen will not be offended at the combination of names) have each assisted, the one in the south, and the other in the north, in the exposure of the simultaneous game imposture. Herr Zukertort long since proposed to play all the players in England simultaneously, if they would only arrange to let him have the nave of the Crystal Palace for the purpose, and a bicycle to ride upon. Would not this draw?

The Editor of the *Illustrated* appears, once more, to take an interest in the events of the day. He has actually heard of and noticed the *New Chess Magazine*, notwithstanding the fact that it has only been in exist-

ence four months. We congratulate the Editor on his increased energy and wakefulness. Chess News in the *Illustrated* within four months! This is news indeed. Our contemporary recently stated that the money won by the City of London Club of the Vienna Club was handed to Messrs. Steinitz and Potter, the managers of the match. The fact is the backers of the Club received the £100 they had deposited, and half the winnings, £50; the expense of the match came to about £20, and the £30 balance was divided between the two managers.

Amongst the events of the month we must mention the sales of Mr. George Walker's, and Mr. Whitman's Chess works. What pangs these gentlemen suffered at parting with the works they loved so well those only who are, or have been, book collectors can realize. The manuscripts of Mr. Walker were, in some instances, original, and these sold freely. Other manuscripts, consisting of collections of problems corrected by Mr. Walker, were, we hope, bought as mementoes of one who has done so much for our pleasure; but the books sold for little or nothing. The collection was divided into 314 lots, and embraced copies of the works of most of the great masters, notably Ruy Lopez, Damiano, Salvio, Gianutio, Greco, Selenus, Severino, Lolli, Ponziani, Philidor, Lasa, Lewis, and many others, dating from 1534.

On the 15th, Mr. Whitman's sale, consisting of 473 lots, was carried on with much greater animation, and much better prices were realized throughout. As is usual at sales of this kind, several lots were sold for a small fraction of their worth, while others fetched far above their nominal value. Amongst the latter may be mentioned Taylor's Chess Brilliants, which sold for 7s 6d, the price new being only 4s 6d; Selkirk on Chess, worth about 3s, sold for 8s; Zukertort's Handbook, old edition, fetched 17s, the price of the new edition is 12s; another book of Zukertort's collection of problems, for sale anywhere for 2s 6d, sold for 4s 6d; two copies of Lolli, both alike, one was sold for £5, and the other for 10s; whilst Cozio, lot 109, very scarce, and worth about £40, sold for £5. We can only suggest to collectors in future to make known what they have for sale, and ask for an offer from the public. A sale of this description may be a farce, but it is very tragic for the seller. The 4 volumes of the "American Chess Monthly" must be looked upon as a bargain at 5½ guineas, because of the great scarcity of complete sets.

We are very sorry to see these collections dispersed, and we cannot but regret that no club was found sufficiently rich or sufficiently enterprising to buy the principal works. We are sorry, also, that Mr. Walker's sale should have been so ill attended. The next day Herr Lowenthal was so delighted at what he thought high prices, that he has determined to retire, and do nothing else but write Chess for the rest of his life. The present generation need be under no immediate apprehension, as the works will be reserved for the benefit of posterity. Posterity gets all the good things.

The match between Messrs. Bird and Lord was finished on the evening of the 27th ult. The conditions of the match were, that the winner of the first seven games was to be the victor, Mr. Bird betting 2 to 1 on each game. The result—Bird won seven, Lord won two, and one draw.

Two friendly matches, between Herr Zukertort and Mr. De Soyres, took place, at the Divan, last month, with somewhat curious conditions and results. Herr Zukertort was to play even the 1st game, give Pawn and move in the 2nd, Pawn and 2 in the 3rd, and a Knight in the 4th. In the first match Herr Zukertort lost the even game, and won the other three; in the second he won the 1st, 2nd, and 4th, and drew the 3rd; Herr Zukertort thus won both matches.

The *Globe* gives currency to a report that France and England are about to play a Chess match, by correspondence, for 10,000 francs. This is, at least, premature. Another paper stated the match was to be for £10,000. The writer must, indeed, think the millennium has arrived if £10,000 could be raised for such an object.

The Annual Meeting of the West Yorkshire Chess Association was held at Huddersfield on the 16th ult., and all the strong players of the West Riding appear to have been present. It was decided to hold the next meeting (the 20th) at Wakefield, in April next. The prizes, we observe, won at the meeting were all books, and amongst them were 2 sets of the *Westminster Papers*. Our six volumes bound will make a handsome prize for meetings of this description, and to young players a knowledge of the Chess events of the last six years can only be readily obtained by means of these Papers. Mr. Watkinson gave a review of the year's doings, and he pointed out the increased interest felt about the game amongst the general public. This was shewn by the notices of Chess that now constantly appeared in the daily papers, and by the extraordinary interest the public evinced in the Oxford and Cambridge match.

Leeds and Wakefield played a match, the latter winning 11 games, Leeds 3, and 2 games drawn. In the first tournament handicap Mr. Godwin beat Mr. Menssing; Mr. Finlinson beat Mr. Spencer, and there not being time to finish the 3rd round, the two victors divided the prize. In the 2nd tourney Mr. Brown beat Mr. Onions; Mr. Wall beat Mr. Holliday; Mr. Shaw beat Mr. Spencer; Mr. Fieldsend beat Mr. Mills; 2nd round Mr. Shaw beat Mr. Brown; Mr. Fieldsend beat Mr. Wall, and the two victors divided the prizes. In the 3rd tourney Mr. Hawkins took 1st prize, Mr. Field 2nd, Mr. Brearley 3rd. The meeting appears to have been well conducted, and to have been in every respect a success.

The *Glasgow Herald* and Mr. Charleton of the *Newcastle Chronicle* are carrying on a war with great vigour. May we suggest a truce. *We* seem to be the cause of the quarrel, but the grievance of the *Glasgow Herald* originated in a mistake, and has long since been forgotten and forgiven. Why, Mr. Charleton, should

you rake up an old sore? Are not Chess players sufficiently quarrelsome and ready to fight on every subject under the sun. If you want a free fight, trail your coat along the ground, and the *Glasgow Herald* or some one else will trample on it. And why should you introduce the names of writers in our Papers. If we (Smith) want to be immortalized, we can put our name at the foot of this article, but why call us "Old Smith." At present we feel full of vigour, and if we are old we do not wish to be reminded of our infirmities. It strikes us that if the war continues to rage so hotly, some of the blows will fall on "Old Smith's" head, and we do not desire to bring about that happy result.

In *La Strategié* we notice an article from that facile writer, M. Delannoy on the London players. We congratulate Mr. Potter on being dubbed De Potter. We hope he will bear his honours meekly. This is probably a hint to Her Majesty's Government. We are not aware that any one in this country has had any honours conferred upon them in consequence of their connection with games of skill. Why should not De Potter be made a B. of G. B., Blackburne, a Knight of the *Checkered Field* or Knight of the Blind, Cavendish a Duke or *Field* Marshal. The Prime Minister has lately showered upon his adherents honours of all descriptions Amongst others, the *Pall Mall Gazette* states that he has conferred on Mr. George Russell, late Secretary to the First Commissioner of Works, a retiring pension of £500 a year. Is there any conneetion between this pension and games of skill?

Leipzig Schachzeitung.—For two successive months the wrapper of this journal has arrived without the contents.

The *Watertown Re-Union* announces that the meetings of the Canadian Chess Association will begin at Montreal on the 1st Tuesday in July. Except for the best sets of problems of 2, 3 or 4 moves, and for the greatest curiosity, the tourney is open to the inhabitants of Canada only. No programme has yet reached us. When will Secretaries of Clubs learn that success in these matters can only follow publicity?

The Montreal Chess Congress will be opened at the High School, Montreal, on the 7th July. We are glad to see the Railway Companies make most liberal reductions in the fares to the Chess players. We trust the English Companies will take the hint.

In the match being played at New York our advices reach us to the 15th ult.; at that time Mr. Barnes' score was 6 to Mr. Perrin's 5, and in the match between Mr. Neill and Mr. Warr, being played at Boston, Mr. Neill's score was 6 to his opponent's 3.

We learn from the *South Australian* that a handicap tourney has commenced at the Adelaide Chess Club; there were fourteen entries, but only eight came up to time. The five strong players, Messrs. Beyers, Manner, Scott, Steele and Tyrell give odds,—Queen's Knight to Avery, Queen's Knight and move to Masters, and Queen's Rook to Hamiltons, Klesser and Shuttleworth. The tourney seems to be progressing satisfactorily.

Mr. Phillips writes to us from Victoria:—"There is quite a little crowd of problem composers springing up in Australia, of whom Mr. J. Henderson is without doubt the best. Victoria Chess is suffering just now from the sort of lassitude which seems an epidemic in Chess Clubs. Even our Melbourne Clubs' Challenge Cup is hardly bringing any entries. The Sydney Clubs, however, are prospering, and will probably beat Melbourne in the next Intercolonial contest." We hope to hear frequently from Mr. Phillips.

The *Sydney Town and County Journal* contains an amusing description of a cricket match that has just taken place at Sydney, in which all the players were Chess players. Why should not a similar scheme be started here? We have only to suggest the subject to the City of London Club to induce them to adopt the idea, and with Bird for captain, and a month's practice, we should hope to see the players more active and less smoke-dried. From the same source we learn that the annual meeting of the Sydney Chess Club took place on the 18th of February last. The number of members had increased to 60, and the flourishing state of Chess in the colony was chiefly owing to the energy of this Club. A handicap tourney, open to all comers, was set on foot, and the Club challenged Melbourne to a match by correspondence.

ALBANY FONBLANQUE AS A CHESS PLAYER.

THE recently published *Life and Labours of Albany Fonblanque*, with the exception of the bare mention that he belonged to a Chess Club, makes no allusion to the very decided Chess proclivities of that eminent writer, and man "of most excellent fancy." Having been a member, with Mr. Fonblanque, of the St. George's Chess Club for about thirty years, I was rather disappointed at not finding in the book in question some notice of his partiality for the noble pastime, which was certainly a feature of some prominence in his character. Mr. Fonblanque was not what is termed "a book player," that is to say, the very considerable knowledge of Chess which he possessed was derived entirely from practice over the board, and not from the study of treatises and scientific works on the game. This he purposely eschewed, on the very proper ground that it would absorb too much of the time and attention he was obliged to devote to the higher pursuits of literature. Notwithstanding the advanced age to which he lived, his constitution was below par, and his health through life always delicate; and this, no doubt, was another reason for avoiding the extra pull on his brain power which the acquisition of Chess lore, by means of books, must needs have entailed on him. I have frequently heard him say that he never opened a book on Chess in his life. Walter Scott, we know, abandoned Chess while still a youth, assert-

ing that he could learn another language with less trouble than the study of it would cost him. I think he might have put the number of languages at more than one; but he was right in the main, the mastery of Chess by means of books, as far as my experience goes, being about the most laborious and unremunerative drudgery the human mind can undergo. I say, unremunerative, because there is no blinking the fact, that the same amount of mental toil bestowed on almost any other work, in addition to "the bubble reputation," would be recompensed by a good *modicum* of solid pelf. Mr. Fonblanque, however, was wiser in this respect than Scott, as he managed to enjoy his Chess during the whole of a long life, without allowing it to encroach in any way on his more serious avocations. He was a rapid player, a good judge of position, and had a quick sight of the board, his game being characterized by brilliancy and dash, yet by no means deficient in good combination. He revelled in a thriving attack, which he would pursue with much animation, interspersing his moves with *badinage* and witty conceits, provocative of laughter, not only in his antagonist, but sometimes eliciting roars from all the other tables in the room. He disliked, however, the care and watchfulness which are requisite in the conduct of an up-hill or losing game, and when in such a predicament would often suddenly resign, and replace the pieces for a fresh encounter.

I am alluding now to those palmy days when the St. George's Chess Club held its meetings in Cavendish Square. Among the *habitués* were Messrs. Benjamin Smith, Milnes Gaskell, Brooke Greville, M. Wyvill, C. R. Talbot, Staunton, Lord Cremorne, the Bishop of Rochester, Sir C. Marshall, and other staunch adherents of the game, some of whom have succumbed to the grisly Checkmater of us all, but many, I am glad to say, still survive

"To witch the world with noble *Chess*manship."

There I remember to have witnessed a stout conflict between Mr. Cochrane (may his shadow never be less!), then at home on a flying visit from India, and St. Amant, the chivalrous Chess Paladin of Gaul, on which occasion I can assure you that Mr. Cochrane was not found, like the man in Don Juan,

"Exclaiming to his nearest follower, or henchman,
Oh! Jack, I'm floor'd by that 'ere *gallus* Frenchman."

In those rooms was held that famous Passage of Arms, *cujus pars parva fui*, the Tournament of 1851, precursor of the several International Chess Assemblages which have since taken place. This meeting gave rise, at the time, to a considerable amount of angry and bitter feeling, which has long ago died out, but it effected an important benefit to the cause of Chess, in having originated the bringing together of Chess players of different countries, and of affording them opportunity to fraternise and test their various styles of play and degrees of skill by actual collision over the board. I have no doubt that the increase of popularity, and extension of practice, which the game has of late years unquestionably obtained, is partly attributable to the influence, direct as well as indirect, exercised by these interesting gatherings. This result I predicted in a letter on the subject of the first London Tournament, which was printed in the *Illustrated London News*, in October 1850, and subsequently in the *Chess Player's Chronicle*.* The St. George's Chess Club, as everybody knows, has for many years been established in King Street, St. James', where, thanks to the unwearied care for its interests displayed by the courteous Hon. Secretary, my friend Mr. T. I. Hampton, it goes on its way prosperous and rejoicing.

I remember a witticism of Fonblanque's, in the old Cavendish Square time, which tickled us all very much. I believe I have alluded to it somewhere before, but without naming him as the author; I think therefore, he ought to have the credit of it now. There was an old gentleman, almost a nonogenarian, a member of the Club, who being past play himself, was fain to be content with looking over the play of others, from which he derived much solace and comfort. This veteran, being almost in the case of old Gobbo, "sand blind, high gravel blind," when he desired to inspect a game, would seat himself by one of the players, and, depositing his weight upon the unhappy man, dip his head down over the pieces with a running comment of mutterings to himself, such as—"Umph! ay, ay—bless my heart!—he goes there, does he!—ay, ay!—why does he do that now?" Neither did he scruple, when, by reason of his infirmity, unable to recognize a piece, to seize and feel it, in order to ascertain what it was. On one occasion, after he had victimized somebody in this way, and been led off by his servant, who always came for him at a certain hour, Mr. Fonblanque remarked, "Mr. —— is a Chess coroner, he not only holds an inquest on the game, but sits upon the body." It should be added that the old gentleman was much liked and respected in the Club, and that no one ever thought of taking exception to his mode of overlooking a game, inconvenient as it sometimes was.

I have said that Mr. Fonblanque was a fast Chess player, and that he never cultivated, or sought to improve his knowledge of the game by means of books, and that, notwithstanding this drawback, he was an amateur of much skill, his strength being, I suppose, about Pawn and two moves below that of a first-rate practitioner. This proves that he was endowed with a strong natural capacity for the game, because quick play must often of necessity be faulty, and book-training of some kind, or, at all events, a course of superior professional tuition, is indispensable, as the foundation on which the superstructure of a really sound and practical acquaintance with Chess should be built. In notable contrast with the rapidity of his Chess, was Fonblanque's deliberate method of writing. The racy anecdotes and epigrammatic turns of thought, the incomparable humour and

brilliant wit that sparkled and shone in his *Examiner* articles, were placed in their setting with scrupulous care. His shafts of biting sarcasm and withering invective were heedfully polished and pointed, and the links of cogent reasoning and powerful argument hammered and rivetted in the workshop of his brain with the most elaborate forethought.

In his early days it is said that he frequently wrote an article ten times over before he was satisfied with it, and, after reading it in print, would declare that there were still things which he should like to alter. We are told, also, that "he expended himself much in phrase, polishing and hardening with much and often obvious labour." It seems clear then, that if he had chosen to apply himself to the severe study of Chess, he would have won its highest honours, barren though they may be considered by some, just as his native genius, combined with sedulous hard work, obtained for him the substantial prizes of life, as well as the splendid reputation he so long enjoyed of being without a rival in the field of political literature.

Fonblanque, like Buckle, was extremely partial to Brighton, the invigorating breezes of which he always found bracing and recruiting to his nerves and general health. During the period of my residence there, between the years 1840 and 1850, many were the visits which he paid to London-Super-Mare, where his tall, attenuated figure, and colourless, but keenly intellectual face, were well known on cliff and esplanade. He was an unfailing visitor at the Chess Club of an afternoon, and frequently attended the Whist *séances* there in the evening. Whist, indeed, was only second in his affections to Chess. So far back as 1820, he writes from Brighton, "My business here is Whist, if I cannot get Whist—and Providence is very good to me, and seldom denies me its rubbers—I resort to Piquet, if Piquet is not to be had, to Ecarté." The Brighton Chess Club, which I had founded in the beginning of the afore-mentioned decade, was then in the full swing of a vigorous existence, and a favourite arena and lounge of the London players who came to take their ease in Brighton, and of provincial amateurs from all parts of England. The Club-room was simply a hole in the Cliff, over against the Chain Pier; its site, I believe, now forms part of the Aquarium. Matches of every kind were constantly going forward. One between Herren Horwitz and Harrwitz, I remember, evoked particular attention from the high repute of the two combatants. After a close hand-to-hand fight, to the surprise of most people, it was won by Harrwitz, who possessed more nerve for match play than his accomplished, but excitable "opposite," and succeeded in scoring six games to his opponent's four.

Aristoteles quidem ait, says Cicero, *omnes ingeniosos melancholicos esse;* and to this rule Fonblanque was no exception. His temperament was by nature sombre, and he was peculiarly liable to those hours of depression, which, like clouds above a summer sea, at times overshadow and darken the mind. Chess, also, while it ministered food to his wit, acted as a varnish to his little irritabilities, as it does to those of us all. He had his whims and caprices, to which he gave vent sometimes in a tone of mock pathos irresistibly humorous. I have known him express antipathy to a man because he disliked the shape of his hat, and he would justify his aversion by all manner of jocular reasons. In such moods he used to remind me of an epigram of Martial,* which has been thus Englished:—

> "In all thy humours, whether grave or mellow,
> Thou'rt such a touchy, testy, pleasant fellow,
> Hast so much wit and mirth and spleen about thee,
> That there's no living with thee, nor without thee."

These humours, however, were like the roughness of the pine-apple rind; below them lay the rich fruit of "a constant, loving, noble nature." He was stainless in honour and honesty. Faithful to his political convictions, he maintained them with all the vigour of his powerful pen, in good and evil report, with unshrinking firmness through life. His nephew, who edits *The Life and Labours*, referring to the esteem in which he was held by those who enjoyed his intimacy, writes thus:—"Partly from ill health, but more from constitutional reserve, Fonblanque was averse to general society, and never had or coveted a large circle of acquaintances. To compensate for this, however, he had many warm and attached friends. A friendship once formed by him was strong and enduring; and the letters which I have found in his possession bear remarkable testimony to his faculty of inspiring affection and confidence in those whom he liked and admired.

JUNIOR UNITED SERVICE CLUB. H. A. K.

PROBLEMS,

BY G. E. BARBIER.

A PROBLEM is not an end-game; that is to say, that, as regards the position and the power of the pieces, no valid comparison can be established between the two. The composer, provided his composition be correct,

* Difficilis, facilis, jucundus, acerbus es idem,
Nec tecum possum vivere nec sine te.
Epig. xii. 37.

is at liberty to give to his idea any shape he likes without being influenced, in any degree, by a desire of giving to his problem the appearance of an end-game.

There are some who proclaim that a problem should be, or should resemble, an end-game, or it is no problem at all. The word, end-game, is not defined by them, so that their meaning is not thoroughly understood; but, I think, we can put under three heads the objections they raise against those compositions which do not meet their views:

I. White is too strong in comparison to Black; or, in other words, Black should be made stronger.

II. A certain piece could not, in actual play, have reached the square it occupies.

III. There are too many pieces on the board.

I shall take up these three objections "seriatim," and see on what grounds they rest. But, before so doing, I should like to say a few words on the composing of problems as an art. Although it cannot be placed, above or on a level with the other higher searchings of the mind after beauty, as some fanatics pretend it can, yet should it be asserted to be one of the purest and most elegant pursuits of the mind. When I say purest, I mean that it owes less to the means it uses to attain its objects than most arts do. I am not speaking of its moral or utilitarian end; that is another question. For example, we may read a touching piece of poetry, say Hood's "One more Unfortunate," or behold a striking picture, representing some historical incident, say "The Massacre of Glencoe." The impression made upon our minds by the reading and the beholding is, no doubt, due, in a great measure, to the beauty of the language and style, but also to the nature of the subjects treated, which, beforehand, are sure to enlist our sympathy as men. Thus the poet and the painter possess this advantage, that they may be helped in their endeavours to please, by the use they may make of human passions. But the composing and the admiring a Chess problem is above passions. Pure reason, as Kant would say, alone is necessary. The mind rises into a loftier, serener atmosphere, and has less to do, if I can so express myself, with the more material side of humanity. Of course my comparison is only relatively true, for it may be a way to show that problem composition is a gainer in one respect of art and a loser in the others.

Again, the forms the poet, the painter, the composer use are words, colours, pieces. In the compositions of the former two, the transition between one idea and another can be expressed and felt by connecting words or shades. But how will you be able to render a correct account to yourself and to others of the manifold bearing of a piece upon another or upon others? You may feel it, but it is not formulated in parts. There is no material link to help you in dividing or combining it. A White Knight may, in the course of the solution, act, according to Black's play, in many different ways, and thus represent as many ideas, all of which are only expressed by one piece, out of which, by a subtle union of logic and poetry, the mind takes and combines, without any other material help, that which it requires as opportunity offers. Here the action of the mind is subtler than that exercised in the comprehension of poetry or prose, in which the transition from one idea to the other is expressed by formulæ, viz.—words.

If it is true that certain general rules, applicable to the treatment of the fine arts, are equally applicable to the treatment of Chess problems, it is equally true that the history of their several development is analogous. If (keeping up our comparison), in the history of painting or poetry a certain epoch has been fond of words and colour, the succeeding epoch, worthy of the name, will be distinguished for other qualities; generally the opposite—correct design and chaste execution. I think, so far as the history of Chess problems is concerned, that the age of the "happy thought" is gone from us. New ideas there will be few or none, for, however wide the field of combination, it is plain we must some day come to the very end of it, since Chess (and this is one of the particulars in which it is a loser) cannot combine with anything but self, whilst poetry and painting can obtain fresh supplies for treatment from the ever changing nature of man and civilisation. The flourishing epoch, but which is slowly coming to an end, comprising the names of J. B. Bolton, Healey, Bayer, Grimshaw, Loyd, Wormald, Grosdemange, Klett, Plachutta, &c., might be baptized the Elizabethan age of Chess. Its distinguishing feature is originality and vigour of conception, with an attention to the details of construction that put to shame the earlier composers. If any school is worthy to follow it, I think it will be chiefly distinguished for construction. As, after any great result attained, we like to give an account to ourselves of the manner in which it was brought about; and, away from all excitement, examine coolly into the causes that had so much power over us at the time, so now, after such a grand harvest as we have made, when the masters are slowly retiring to rest, we examine into their problems with cooler heads than we could have done when the publication of their best problems gave us no time save for admiration. And that examination, although it cannot impart to us the faculty of conception, yet discloses, at times, blemishes of construction which have the effect of making us systematically careful in the treatment of our ideas. If, in the domain of ideas, we cannot compete with them, we may understand the laws of construction as well as they, and, perhaps, a little better, since themselves might occasionally acknowledge that in some of their problems a piece might change square with advantage, or be removed altogether. It is, to my thinking, the comparative study of their works that will give the key-note

to the great compositions that will follow, and those compositions will be chiefly remarkable for the scrupulous attention paid to every particular of construction, and now, "*revenous à nos moutons.*"

I.

Whether White be more powerful than Black or Black more powerful than White has nothing at all to do with a problem. The word problem has as distinct a meaning of its own as the word end-game. The question is not a question of balance of power, of prettily equipoised Rooks and Knights, or any other harmless speculation with the pieces; the question is, that a mate is to be effected in a specified number of moves, irrespective of all comparison of force whatever. The argument that White is too strong in comparison to Black may be met by saying that the fact of White being much the stronger adds to the difficulty of the problem, since it is evident White has greater scope for plausible attack.

Black may be made stronger than is absolutely necessary to avoid a second solution, in four ways—

(To be continued.)

To the Editor of the WESTMINSTER PAPERS.

SIR,—In his letter, in your last number, respecting Mr. Carpenter's problem (two versions), published in the April Papers, "E. F." has apparently overlooked the *principal* objection to the problem in the first position, which consists of a dual move, arising from the defence of Bishop capturing Rook's Pawn. This, according to the author's classification, renders the problem "defective." In the second version this *defect* is entirely remedied, and the position stands as a perfect problem.

Writing on bi-moves, Mr. Carpenter says:—"In a two-move problem I have always advocated that even so slight a flaw as a 'defect' should not be countenanced; or rather, the deduction in value, therefor, should be greater than if it occurred in a three or four-move problem."

And (in view of his own classification):—"I never wish to rest satisfied with a problem because it is so near absolute perfection as is a 'defective,' *especially if it be a bi-move.*"

In his forthcoming book—a collection of choice two movers of all ages and climes—Mr. Carpenter "will admit very few 'imperfects,' though a number of 'defectives,' perhaps 5 per cent., say 10 in all; because there are enough just as good in other respects, and *better* in this. With three movers (the 2nd volume) the test will not be so severe."

Yours faithfully, A. TOWNSEND.

NEWPORT, MON., 13th May 1874.

REVIEW.

HANDBUCH DES SCHACHSPIELS.*

THE merits of the *German Handbook* are so well known to the Chess players of the civilized globe that the appearance of a new edition must be considered an important fact in the history of our game. An improved edition was sure to obtain from an impartial critic at least *un succès d'éstime.* In reviewing the first volume (see WESTMINSTER PAPERS, January 1874) we were in the happy position of being able to give it unqualified praise. The first part of the fifth edition is, in every respect, up to the standard of the present Chess science. Our opinion of the second part is not quite so favourable, but it may be pointed out, before we go through its different articles, that the whole book is far superior to any other treatise on Chess.

The first article of the second part finishes the treatise on the declined King's Gambit. We find here some new variations, taken from Dr. M. Lange's Handbook, the *Paris Congrès*, *Neue Berliner Schachzeitung*, &c. The author comes to the conclusion that Black's reply, 2 B to B 4, leads to an even game, which is not confirmed by the practical result; it may be also mentioned that Neumann, Steinitz and Zukertort prefer White's game.

Here is the position resulting from the moves:—

1 P to K 4	1 P to K 4	4 P takes P	4 Kt takes P
2 P to K B 4	2 B to B 4	5 P to Q 4	
3 Kt to K B 3	3 Kt to Q B 3		

* *Handbuch des Schachspiels*, P. R. von Bilguer, Edited by Heydebrand und der Lasa (fifth edition). Leipsig: Veit and Co. London: W. W. Morgan, 67 Barbican.

(A novelty, played by Zukertort 1870; the usual course is here 5 Kt takes Kt, 5 Q to R 5 ch, 6 P to Kt 3, 6 Q takes K P ch, 7 Q to K 2, 7 Q takes R, 8 P to Q 4, 8 B to K 2, 9 Kt to K B 3, &c.)

	5 Kt takes Kt ch	9 B to K 3	9 Kt to K 2
6 P takes Kt	6 Q to R 5 ch	10 Q to Q 2	10 P to K R 3
7 K to K 2	7 B to Kt 3	11 R to K sq	11 B to Q 2
8 Kt to B 3	8 P to Q 3	12 K to Q sq	12 Castles Q side.

We think that White has a far superior game on account of his strong centre, his well developed pieces, and the open file for his Rooks. The second part of this article treats of some rare forms of the accepted Gambit, as 3 P to K R 4, 3 Q to R 5, 3 Q to Kt 4, 3 Q to K 2, and 3 Q to B 3.

The next article disposes of the irregular defences against the King's Knight's Gambit, 2 P to Q 4, 2 3. to Q 3, 2 P to K B 4, 2 Kt to K B 3, 3 Kt to K 2, 3 P to K R 3, 3 P to Q B 3, and 3 Kt to Q B P. There is very little, if anything, new in this.

The third article treats of the Cunningham Gambit. The variations arising from the sacrifice of the three Pawns are very carefully examined, as in the previous editions; but we miss in the correct line of play (5 K to B sq) some important continuations.

The older, but now rarer variation of the Allgaier Gambit, 5 Kt to Kt 5, follows the adventurous attacks of the cunning Scotchman. The important novelty is here, after the usual course (1 P to K 4, 1 P to K 4, 2 P to K B 4, 2 P takes P, 3 Kt to K B 3, 3 P to K Kt 4, 4 P to K R 4, 4 P to Kt 5, 5 Kt to Kt 5, 5 P to K R 3, 6 Kt takes P, 6 K takes Kt, 7 B to B 4 ch, 7 P to Q 4, 8 B takes P ch, 8 K to Kt 2 (instead of 8 K to K sq), 9 B takes P, 9 **P to B 6**, introduced in the Chess World 1869 by Zukertort. The editor agrees with the inventor in the variations resulting from the capture of the Rook, which both give as fatal for White, but he prefers White's game after the simple exchange of Bishops. The variation 8 B takes P ch, 8 K to Kt 2, 9 P to Q 4, 9 Q to B 3, concludes the treatise on this form of the Allgaier Gambit. It is mentioned here that after 10 P to K 5 Black's best move is not 10 Q to B 4 (as in a game of the *Neue Berliner Schachzeitung* 1868) but 10 Q to Kt 3, quoting its authority, Lowenthal and the Schachzeitung (1872, p 316); the priority however is due to the WESTMINSTER PAPERS (September 1872), as the move in question was first played by Zukertort against Steinitz, and the former authorities give the move in a note to this game.

(To be continued.)

OUR PROBLEMS REVIEWED.

No. 413, by F. W. LORD—"An interesting problem," T. R.—"Charmingly expressed," J. N. K.—"Very brilliant," H. J. C. A.—"Pretty, but obvious," W. B. M.—"Refreshingly original," S. H. Thomas.—"Ingenious and original," T. R. H.

No. 414, by A. C. PEARSON.—"The really clever second move is its chief merit," T. R.—"The position at once suggests the solution," J. N. K.—"Neat, but easy," H. J. C. A.—"Almost too obvious," T. R. H.—"A captivating study," S. H. Thomas.—W. B. M. is wrong in saying there are two solutions.

No. 415, by J. W. ABBOTT.—"Variation admirably worked out," T. R.—J. N. K. says, "I cannot solve this problem," the defence of P to K Kt 5, against Kt to Q R 5 being the stumbling block. Kt to K B 3 ch, and R mates, is the answer.—"Obvious," H. J. C. A.—W. B. M. is mistaken; Kt to Q 8 will not solve it.—"Subtle idea, and skilful manipulation," S. H. T.—"Rich in variations, but unsatisfactory," T. R. H.

No. 416, by T. HEALEY.—This problem was, unfortunately, printed as a three instead of a four-mover. In justice, therefore, both to the composer and solvers, we withhold its solution, and request reviews for next month.

No. 417, by G. E. BARBIER.—"Easy, but pretty," T. R.—"Good," J. N. K.—"Fair, and free from duals," H. J. C. A.—"Perfection," W. B. M.—"Seen at a glance," S. H. Thomas.—"Obvious and stale," T. R. H.

No. 418, by Dr. GOLD—"Good, a great contrast to this composer's previous problems," J. N. K.—"Difficult," H. J. C. A.—"A neat stratagem," S. H. Thomas.—"Deep and difficult," T. R. H.

No. 419, by J. MENZIES.—"Pleasing," J. R.—"Good, but in the old mould," J. N. K.—"Pretty, though simple," H. J. C. A.—"Neat, but not up to the mark," W. B. M.—"A perfect gem," S. H. Thomas.—"J. M.! J. M.!!" T. R. H.

No. 420, by R. ORMOND.—"Good," T. R.—"Fair," J. N. K.—"Ease and elegance," H. J. C. A.—"Clever and difficult," W. B. M.—"Easy," S. H. Thomas.—"Ingenious," T. R. H.

No. 421, by D. C. WOLLASTON.—"Rendered obvious by threatened checks," J. N. K.—"The idea is not bad; its execution spoils it," H. J. C. A.—"Too apparent," W. B. M.—"Uninteresting," S. H. Thomas.—"Very easy," T. R. H.

No. 422, by D. W. CLARK.—"Pretty," J. N. K.—"An old friend," H. J. C. A.—Not a stranger," S. H. Thomas.—"This puzzled me most," T. R. H.

No. 423, by S. H. THOMAS.—"Pretty throughout," T. R.—"Attractive and excellent," J. N. K.—"Ingenious and difficult," H. J. C. A.—"This was a hard nut also," T. R. H.

No. 424, by V. N. PORTILLA, can be solved in three moves, by Kt to Q R 3, but was corrected in our second edition by placing a White Pawn on that square.

No. 425, by C. CALLANDER.—"The gem of the number," J. N. K.—"Masterly, and beautiful in style; quite the Rev. H. Bolton's," H. J. C. A.—"Splendid, the best I have ever solved," S. H. Thomas.

PROBLEMS.

PROBLEM No. 426.—By G. E. BARBIER.

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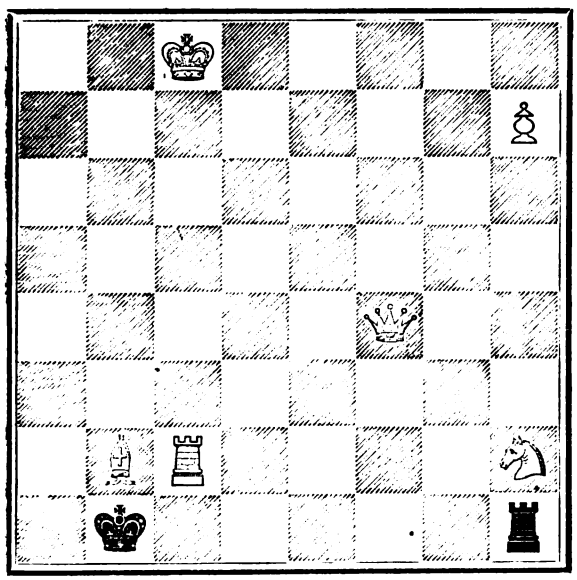

WHITE.

White to play and mate in three moves.

PROBLEM No. 427.—By DR. GOLD.

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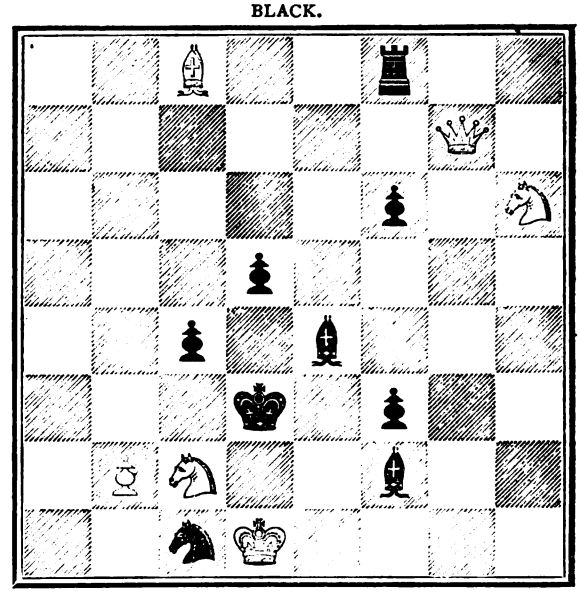

WHITE.

White to play and mate in three moves.

PROBLEM No. 428.—By W. B. MASON.

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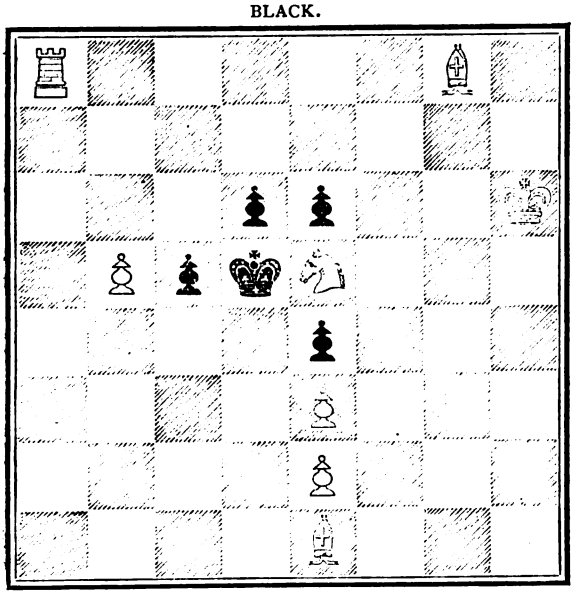

WHITE.

White to play and mate in three moves.

No. 429.—By R., of B.

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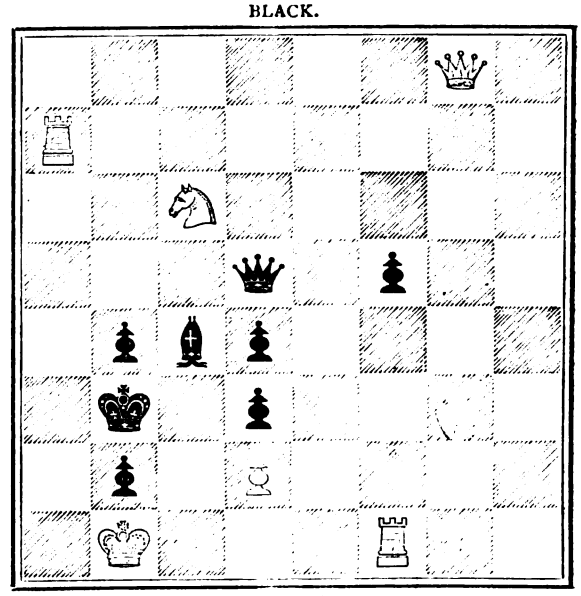

WHITE.

White to play and mate in three moves.

PROBLEMS.

No. 430.—By J. W. Abbott.

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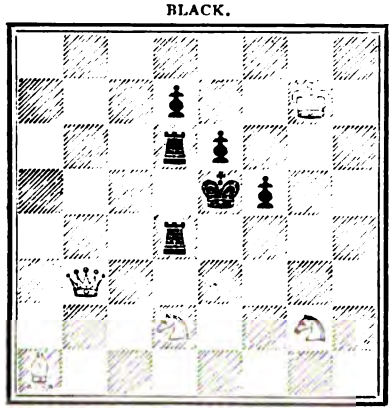

WHITE.

White to play and mate in two moves.

No. 431.—By A. Cyril Pearson.

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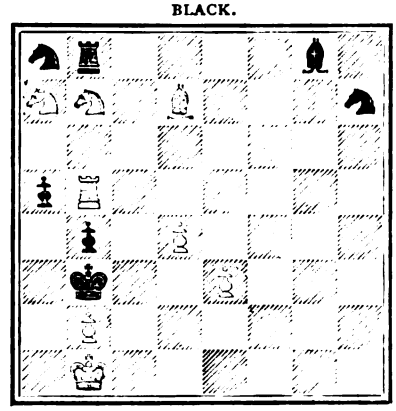

WHITE.

White to play and mate in three moves.

No. 432.—By F. W. Lord.

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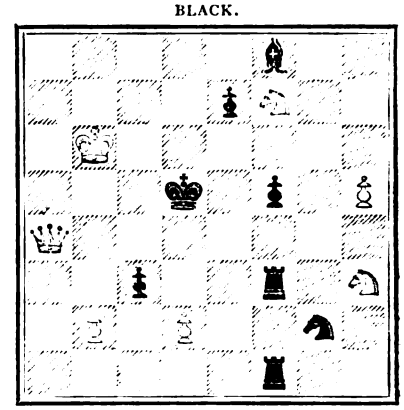

WHITE.

White to play and mate in three moves.

No. 433.—By G. B. Stocker.

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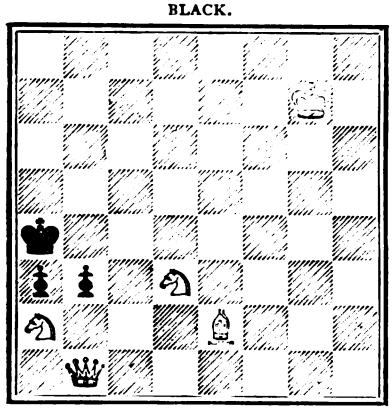

WHITE.

White to play and mate in three moves.

No. 434.—By J. Menzies.

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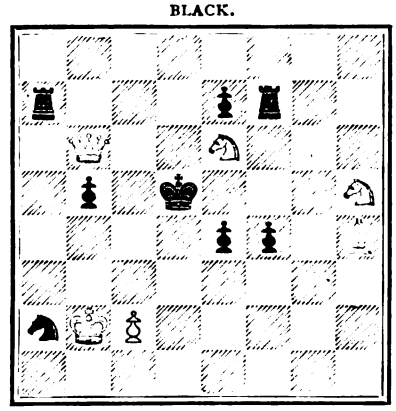

WHITE.

White to play and mate in four moves.

No. 435.—By Wm. C. Cotton.

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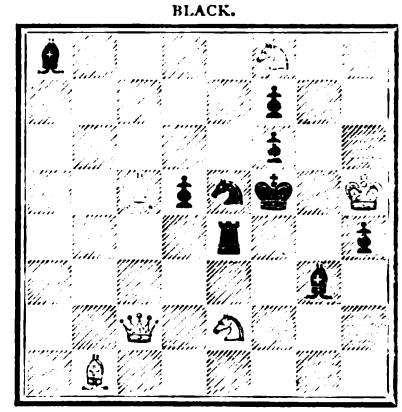

WHITE.

White to play and mate in four moves.

No. 436.—By R. W. Johnson.

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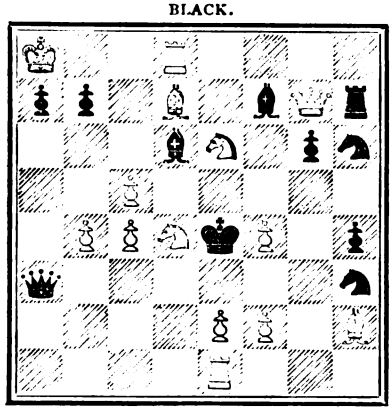

WHITE.

White to play and mate in four moves.

No. 437.—By A. Townsend, Newport (Mon.)

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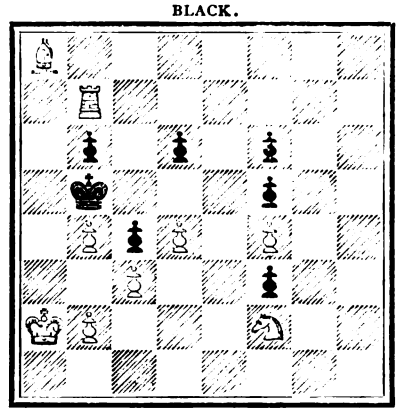

WHITE.

White to play and mate in five moves.

No 438.—By Dr. Labone, Glasgow.

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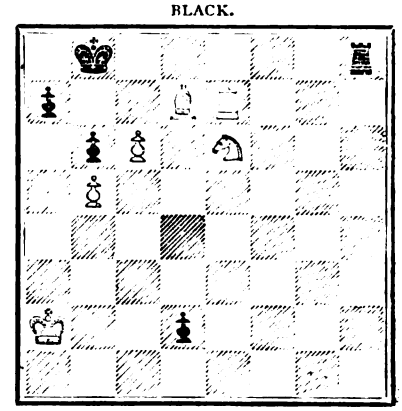


WHITE.

White to play and mate in five moves.

GAMES,

Noted by J. H. ZUKERTORT *and* JOHN WISKER.

GAME 258.

Played at Walpole House, Thorpe, next Norwich, on Friday, 5th September 1873.

King's Knight Opening.

White. Mr. C. H. Capon.	Black. I. O. Howard Taylor.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 P to Q B 4 (a)	3 B to Q B 4
4 Q Kt to B 3	4 B to Q 5 (b)
5 Kt to Q Kt 5	5 P to Q 3
6 Q Kt takes B	6 P takes Kt
7 P to Q Kt 3	7 B to K Kt 5
8 P to K R 3	8 B takes Kt
9 Q takes B	9 Kt to K 4
10 Q to Kt Kt 3	10 Kt to K B 3
11 B to K 2 (c)	11 Kt takes K P
12 Q takes P	12 Q to R 5 (d)
13 Castles (e) (A)	13 P to Q 6 (B)
14 B takes P	14 Kt to K B 6 ch (f)
15 K to R sq (C)	15 Q takes K B P (D)
16 Q takes R ch (g)	16 K to Q 2
17 Q to Kt 7	17 Q to Kt 8 ch
18 R takes Q Mated	18 Kt to K B 7 ch

(a) This was played, I am informed, for the value of variety. It is not difficult to obtain variety at the cost of blocking up one's pieces and throwing the advantage into the adversary's hands.

(b) Lost time.

(c) He would gain nothing by taking the K Kt P.

(d) The smart finish atones for the irregular opening of this skirmish.

(e) Mr. Taylor supplies several variations to show the consequence of White's accepting the trifling gratuity of two Rooks now open to him:—

13 Q takes R ch	13 K to K 2
14 Q takes R	14 Q takes P ch

If 14 Kt takes P, White Castles and is safe.

15 K to Q sq	15 P to Q 6
16 B takes P	

He must, or Black checks at Q B 6 with Knight, and forces mate.

	16 Kt takes B

If now White play 17 K to B 2, Black mates in eight moves:—

17 K to B 2	17 Kt to Q Kt 5 ch
18 K to Kt 2	

If he return to Q sq Black gives an elegant mate in 4 by 18 Kt to B 6 ch, &c.

	18 Q to Q 5 ch
19 K to Kt sq	
If 19 K to R 3	19 Kt to B 7 ch
20 K to R 4	20 Kt to B 4 ch
21 K to R 5	21 P to Kt 3 ch
22 K to Kt 5	22 Q to K 4
23 Q takes Q	23 P to R 3 mates

Or—

	21 Kt takes P ch
22 P takes Kt	22 Q to Kt 3 ch
	and mate next move.

Or—

	20 P to Kt 4 ch

And mate in two more moves.

	19 Kt takes P ch
20 B takes Kt	20 Q takes B
21 R to Q B sq	21 Kt to Q 6

and mates in three moves more.

The question is whether White has any better defence than 17 K to B 2. I have been unable to discover any, and can only conclude that the position is lost if the two Rooks be taken.

(f) Well played; if the Knight be taken Black moves K to K 2.

(g) The position is indeed curious. Every one of Black's five pieces is liable to capture, yet to take any one is to incur instant defeat. If the Knight at K B 6 be captured, the check at Kt 6, with the other Knight, wins the Queen.

(A) The capture of the two Rooks would, I think, lead to an interesting end-game:

13 Q takes R ch	13 K to K 2
14 Q takes R	14 Q takes P ch
15 K to Q sq	15 P to Q 6
16 B takes P	

Mr. Taylor observes here, "he must, or Black checks at Q B 6 with Knight, and forces mate." This course would not do against 16 B to R 5, but Black forces then the game by 16 Q takes Kt P and White is mated by Queen or Knight.

	16 Kt takes B
17 Q to B 8	

Far better than the useless move 17 K to B 2

	17 Q takes Kt P
18 Q takes P ch	18 K to B 3
19 K to B 2	19 Kt to Kt 5 ch
20 K to Kt sq	20 Q takes R
21 Q to R 5	21 Kt to Q 6
22 K to B 2	

If 22 Q to R 3 Black wins by 22 Q to Q 8.

	22 Kt to K 8 ch
23 K to Kt 2	23 Kt to Q 6 ch
24 K to R 3	24 Kt takes B
25 Q to Q 5 best	

If 25 Q takes P, Black replies Kt to B 4

	25 Q to K 8
26 Q to Q 4 ch	26 K to K 3
27 Q to Kt 2	27 Q takes P
28 Q takes Q	28 Kt takes Q
29 R takes Kt	29 P to B 4

And White is the exchange ahead, but Black has a very strong passed Pawn and his King is favourably posted.

(B) This combination leads to a draw after:

14 Q takes R ch	14 K to K 2
15 Q takes R	15 P takes B
16 B to Kt 2	16 P takes R, Queening, ch
17 R takes Q	17 Kt to Q 6
18 B to B 3	18 Kt from Q 6 tks. P
19 Q takes Kt P	19 Kt takes P ch
20 P takes Kt	20 Q to Kt 6 ch
21 K to R sq	21 Q takes P ch

(C) If 15 P takes Kt

15 K to K 2	
16 B takes Kt	16 Q R to K Kt sq
17 Q takes R	
[17 Q to Kt 4	17 P to K R 4]
	17 R takes Q ch
18 K to R 2	18 Q to Kt 4

and Black wins.

(D) A brilliant final stroke, well worthy of the Editor of the Chess Brilliants.

GAME 259.

Evans Gambit.

Played, some time ago, at Simpson's Divan.

White. Herr. L. Hoffer.	Black. Mr. H. E. Bird.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to B 4
6 Castles	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 P to Q 5	9 Kt to R 4
10 B to Kt 2	10 Kt to K 2
11 B to Q 3	11 Castles
12 Kt to B 3	12 B to Kt 5
13 Kt to K 2	13 Kt to Kt 3
14 Q to Q 2 (a)	14 B takes Kt
15 P takes B	15 Kt to R 5 (b)
16 Q to B 4 (c)	16 P to K R 3 (d)
17 K to R sq	17 Q to Kt 4
18 R to K Kt sq	18 Q takes Q
19 R takes P ch	19 K to R sq
20 R to Kt 4 dis ch (e)	20 Q to Kt 4
21 B takes Q ch	21 P takes B
22 R takes Kt	22 K to R 2
23 K to Kt 2 (f)	23 R to Kt sq ch
24 K to B sq	24 P to Q B 4
25 R to B sq	25 Q R to Q B sq
26 R to R 3 (g)	26 P to B 5
27 B to Kt sq	27 P to B 6 (h)
28 R takes P (i)	28 Kt to B 5
29 R to Q 3	29 B to R 4
30 P to B 4	30 P to B 3 (k)
31 P takes P	31 P takes P
32 R to R 5	32 K to Kt 3 (l)
33 R to B 5	33 K R to K sq
34 R to Kt 3 ch	34 K to R 2
35 R to B 7 ch	35 K to R sq
36 B to Q 3	36 Kt to Q 7 ch (m)
37 K to Kt 2	37 P to Q R 3
38 Kt to Q 4 (n)	38 P takes Kt
39 P to K 5	39 R to B 2
40 R to B 6	40 R to Kt 2 (o)
41 R takes P ch	41 K to Kt sq
42 B to R 7 ch	42 K to B sq
43 R to B 6 ch	43 R to B 2
44 R to Kt 8 ch	44 K to K 2
45 P to Q 6 ch	45 K to Q sq
46 R takes R ch	46 K takes R
47 B to Kt 6	Resigns

(a) 14 R to Q B sq is here preferable, I think.

(b) A weak move; 15 Kt to K 4 was far better.

(c) Stronger was 16 K to R sq, if then:—

	16 Kt takes P
17 R to K Kt sq	17 P to K B 3
18 Q to R 6	18 Kt takes R
19 R takes Kt	19 Q to K 2
20 P to K 5	20 P to K B 4
21 P to K 6 and White forces the game.	

(d) This and the next move of Black are very injudicious.

(e) Hastily played; the proper course was:—

20 Kt takes Q	20 P to K B 3
21 Kt to K 6	

and Black has no satisfactory defence.

(f) White is obliged to defend the Pawn, but why not 23 R to K B sq? After:—

	23 P to Q B 4
24 P to B 4	24 P to B 3
25 Kt to Kt 3	25 R to K Kt sq
26 Kt to B 5	26 R to Kt 3
27 P takes P	27 P takes P
28 P to B 4	

White has an easy won game.

(g) I do not see the object of this move.

(h) Mr. Bird plays this part of the game with remarkable strength and ingenuity. The sacrifice of the Pawn is the first move of a fine combination, by which he tries to recover the game.

(i) 28 Kt takes P was better.

(k) If 30 P takes P, White replies 31 P to K 5; if 30 Kt to Q 7 ch, 31 R takes Kt, 31 B takes R, 32 P takes P, and White has the superior game.

(l) Black ought to play, at once, 32 K R to K sq, which course would lead to a very interesting variation, but the result would be not more than a draw, *e.g.*:—

	32 K R to K sq
33 Q R to K R 3	

I do not think that White has a better move.

	33 Kt to Q 7 ch
34 K to Kt 2	34 Kt takes B
35 R takes P ch	35 K to Kt 2 best

36 Kt to Kt 3	36 R to K Kt sq best
37 R to R 7 ch	37 K to B sq
38 R takes P	38 Kt to Q 7
39 Q R to R 7	39 Kt takes P
40 Q R to B 7 ch	

(m) If 36 Kt to Q 3, White wins by 37 R to B 6.

(n) A master coup; the co-operation of Bishop or Knight with the two Rooks is forced in a most beautiful way.

(o) 40 R to R 2 would only protract the game, but not changing on the result:—

	40 R to R 2
41 B takes R	41 K takes B
42 P to K 6	42 Kt to K 4
43 R to B 7 ch	43 K to R sq
44 R to R 3	

and Black cannot save the game.

GAME 260.

The following game was played, some time since, at the Westminster Chess Club.

Philidor's Defence.

White. Mr. Mocatta.	Black. Mr. Macdonnell.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 P to Q 3
3 P to Q 4	3 P takes P
4 Q takes P	4 B to K 3 (a)
5 B to K 3	5 P to Q R 3
6 Kt to Q B 3	6 Kt to Q B 3
7 Q to Q 2	7 Kt to K B 3
8 B to K 2 (A)	8 B to K 2
9 Castles K R (b) (B)	9 Kt to K Kt 5
10 Q R to Q sq	10 Castles
11 P to K R 3 (c)	11 Kt takes B
12 Q takes Kt	12 B to B 3 (d)
13 P to Q R 3	13 Q to K 2
14 K Kt to K sq	14 Kt to K 4
15 P to K B 4	15 Kt to Q B 5
16 B takes Kt	16 B takes B (C)
17 K R to K B 3	17 B takes Kt (e)
18 Q takes B	18 B to K 7 (f)
19 R to K Kt 3	19 P to K B 3
20 R to Q 3	20 B to Q Kt 4
21 Kt to Q 3	21 B to Q B 3 (g)
22 P to K 5	22 K B P takes P
23 P takes P	23 R to K B 4
24 P takes P	24 P takes P
25 Q to Q B 4 ch	25 P to Q 4
26 Q to K Kt 4 (h)	26 Q R to K B sq
27 R to K 2	27 Q to K B 3 (i)
28 R to K 6	28 Q to K B 2
29 Kt to K 5	29 P to K R 4 (k)
30 Q to K Kt 6	30 Q takes Q
31 Kt takes Q	31 R to K B 8 ch
32 K to R 2	32 R to K sq
33 R takes R ch	33 B takes R
34 Kt to K 7 (ch)	34 K to R 2
35 Kt takes P	35 B to Q B 3
36 Kt to K 3 (D)	36 R to K B 7
37 K to Kt sq	37 R to Q 7
38 K to B sq	38 R to Q 2
39 P to Q Kt 3	39 P to K Kt 3
40 P to Q R 4	40 K to R 3
41 Kt to Q B 4	41 R to Q 8 ch
42 K to K 2	42 R to Q B 8
43 K to Q 3	43 R to Q 8 ch
44 K to Q B 3 (l)	44 R to K Kt 8
45 Kt to K 3	45 P to K R 5
46 R to K Kt 4	46 K to K R 4
47 K to Q 4	47 P to K Kt 4
48 K to Q B 5 (m)	48 B to Q 2
49 R to Q 4	49 B takes K R P (E)
50 P takes B	50 R to K Kt 6
51 R to Q 3	51 R takes P
52 K to Q Kt 6 (F)	52 R to K B 6 (n)
53 K takes Q Kt P	53 P to K R 6
54 Kt to K B sq (o)	54 R takes R
55 P takes R	55 P to K Kt 5
56 P to Q 4	56 K to R 5
57 P to Q 5	57 P to Kt 6
58 P to Q 6	58 P to R 7
59 Kt takes P	59 P takes Kt
60 P to Q 7	60 P Queens ch
	And wins.

(a) The usual move is 4 B to Q 2 or Q Kt to B 3.

(b) He should have moved 9 Kt to K Kt 5, with the view of taking off the Bishop and of advancing the K B P, or 9 P to K R 3, as suggested by Mr. Macdonnell, would have been better than the play in the text.

(c) The old fault of compelling Black to do what he intends to do voluntarily.

(d) There is now a little difference between the positions; but White has the better prospect of attack.

(e) This turns out very much to Black's disadvantage.

(f) Quite a delusion, as White threatens mate next move.

(g) Of course, if Black had taken the K P the answer would have been Q takes Q B P, threatening mate.

(h) The result of Black's 17th and 18th moves is the fine position which the White forces have now taken up.

(i) 27 Q to Q B 2 is undoubtedly better, since, by afterwards checking with the Rook at K B 8, the White Rook at Kt 3 is pinned. The move in the text loses time and greatly strengthens White's attack.

(k) Very well played; the second player loses a Pawn, but he secures the exchange of Queens and relieved himself from the attack.

(l) The position of Black's forces is good, and it is hard to see how White can do more than draw. This transfer of the King to the Queen's side is not judicious. Black now commences a fine combination, which secures him the game.

(m) White overlooks the danger at home.

(n) All this is exceedingly well played.

(o) Ingenious, but unavailing. If Black take the piece, White wins by R takes P ch, for he can afterwards sacrifice the Rook for the K Kt P, his united Pawns on the Queen's side being irresistible. Black, however, does not take the piece.

(A) 8 Kt to Kt 5, with the view of exchanging and bringing the Bishop to Q B 4 was the better course.

(B) It is generally better for the first player in this opening to Castle on the Queen's side.

(C) It happens very often in Philidor's defence, that the first player remains with two Knights against two Bishops. Although the latter are generally considered stronger, the position of the Pawns in this opening is far more in favour of the former.

(D) 36 Kt to Kt 4, and if 36 B to K 5, 37 R to K 3 was the proper course, White's play in the end-game is weak.

(E) This sacrifice is very promising, but not quite sound, I think.

(F) Very injudicious. White could save the game by playing the King on the King's side:

52 K to Q 4	52 R to Kt 6
53 K to K 4	53 P to R 6
54 R to Q 7	54 P to K 5
	If 54 K to Kt 3
55 R to Kt 7 ch, winning.	
55 R takes P	55 R to Kt 8
56 K to B 4	56 K to Kt 3
57 R to Kt 6 ch	57 K to R 2
58 Kt to B 5	58 R to B 8 ch
59 K takes P	59 R takes Kt
60 K takes P and wins.	

GAME 261.

Giuoco Piano.

White. J. H. Finlinson, Newcastle-on-Tyne.	Black. John Watkinson, Huddersfield.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 Castles	4 P to Q 3
5 P to Q B 3	5 Kt to K B 3
6 P to Q 3 (a)	6 P to Q 4 (A)
7 B to Q Kt 5	7 P takes P
8 Kt takes P	8 B to Q 2 (b)
9 B takes Kt	9 B takes B
10 B to K Kt 5	10 P takes P
11 Kt takes B	11 P takes Kt
12 B takes Kt	12 P takes B
13 P to Q Kt 4	13 B to K 2
14 Q to B 3	14 Q to Q 3
15 R to K sq	15 Castles K side (B)
16 R to K 4	16 Q R to Q sq
17 Kt to Q 2	17 R to Q 2
18 Kt to B 4	Resigns. (c)

(a) After P to Q B 3, the Queen's Pawn should always, if possible, be played two squares, otherwise P to Q B 3 is a waste of time.

(b) Black's efforts to secure some novelty in this well-worn opening are perfectly successful, but the novelty involves the loss of the game.

(c) For if

	18 Q to Q 4
19 Kt to K 3	19 Q to Q Kt 4

20 Q to Kt 4 ch, and wins a clear Rook, or White might win equally by 20 Kt to B 5.

(A) Very unsound, on account of the combination:—

7 P takes P	7 Kt takes P
8 Kt takes P	8 Kt takes Kt
9 R to K sq	

(B) Castles Q side was a little better.

SOLUTIONS OF PROBLEMS.

MAY NUMBER.

No. 413.

White.	Black.
1 R takes K P ch	1 B takes R (a)
2 R takes Q P	2 K takes R
3 Q mates	

(a) If Black plays K takes R, 2 R to K sq ch and Q mates next move.

No. 414.

1 B to Q Kt 7	1 P moves
2 R to Q R 4	2 Aught
3 B or R mates	

No. 415.

1 Kt to Q R 5	1 P to K Kt 5
2 Kt to K B 4	2 K takes P
3 R to R 3 mate	

If 1 R takes Kt, 2 Q to K R 7. If 1 Kt to Q B 3, 2 Q takes R and mate next move in each case.

No. 416.

See Problems reviewed.

No. 417.

1 Q to K B 3	1 Aught
2 Mates	

No. 418.

1 R to K B 6	1 K to Q 5
2 K to K B 5	2 Aught
3 R or B mates	

No. 419.

1 R to K R 8	1 B to K Kt 7
2 R to K R sq	2 Aught
3 Q or R mates	

No. 420.

1 R to K Kt 8	1 K takes Kt
2 B to Q 5	2 P moves
3 P takes P mate	

No. 421.

1 B to K Kt 3	1 R moves
2 Q to Q R sq	2 Aught
3 Q mates	

No. 422.

1 R to K R 3 ch	1 B interposes
2 R to K R sq	2 P moves
3 B to K R 2	3 B moves
4 B to K Kt 3 dis ch and mate	

No. 423.

1 B to Q Kt 3	1 K to Q 4
2 R to K B 4 dis ch	2 K to Q 3
3 B takes P	3 K to K 4
4 B mates	

If Black play 1 K to K 4, White answers by 2 K to K 7, 3 R to Q Kt 4 and 4 B mates.

No. 424.

1 R to Q Kt 8	1 Kt takes R
2 Kt to Q Kt 4	2 R to Q 2
3 Kt to K 7	3 Aught
4 Mates	

If Black play 1 R to K 2, then follows 2 Kt takes R, 3 B to B 4 ch and Kt mates.

No. 425.

1 Kt to Q B 6	1 P checks
2 K to K 4	2 P to K Kt 6
3 R takes P	3 P to K Kt 4
4 B to Q B 4	4 P to K Kt 5
5 K to Q 3	5 Anything
6 Mates	

WHIST.

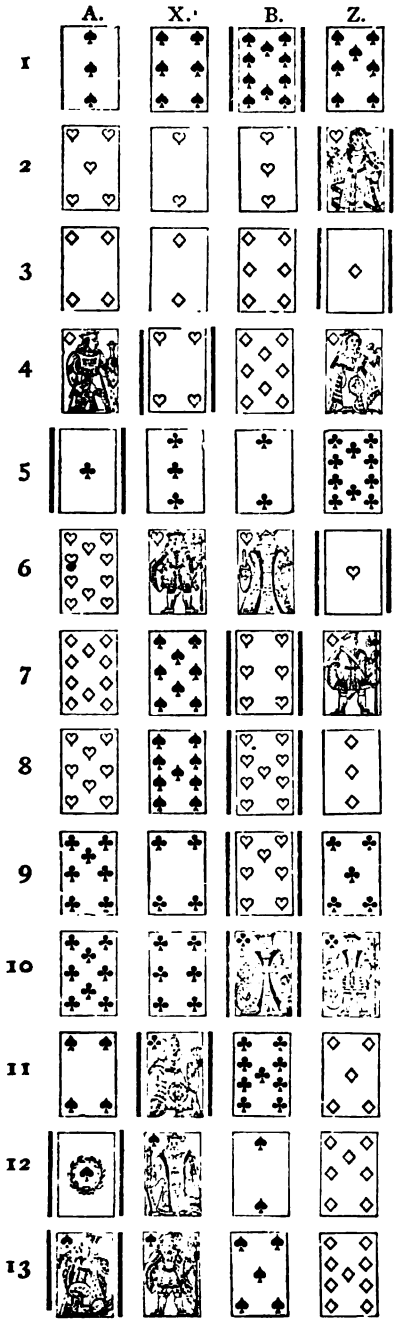
A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 182.

B's HAND.—H Kg. 9, 7, 6, 3; C Kg, 9, 2; S 10, 5, 2; D 8, 6. Score A and B 3, X and Z 2.

Z turns up H Q.

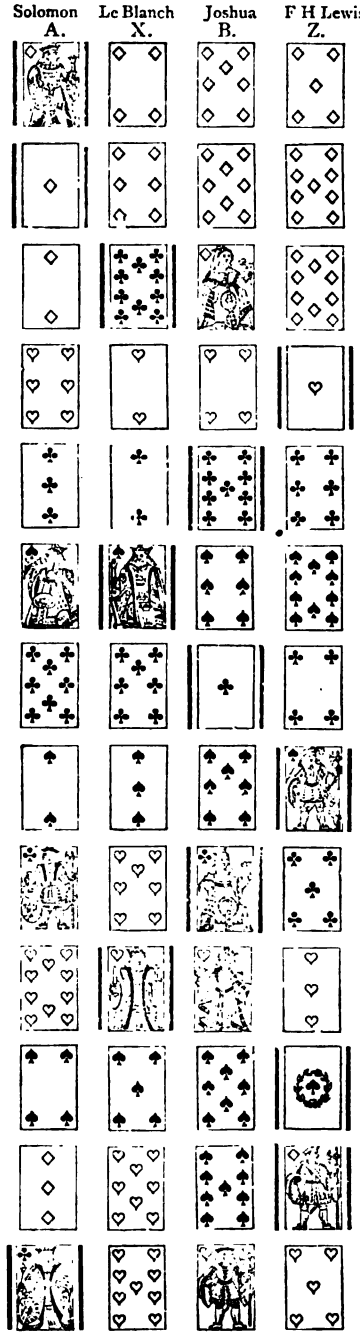
Played at the Westminster Club, Albermarle St.



HAND No. 183.

Score love all.

C Trumps. Z turns up C 4.

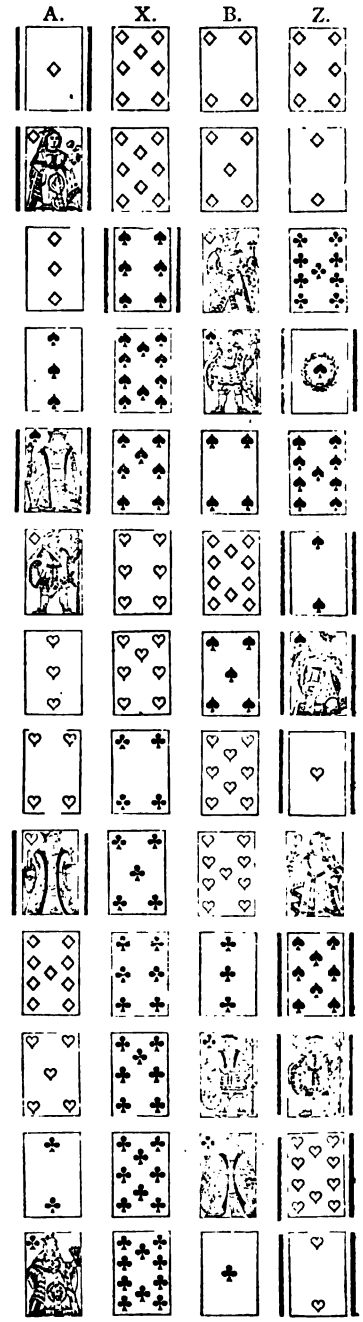


HAND No. 184.

A's HAND.—D A, Q, Kv, 9, 3; H Kg, 5, 4, 3 S Kg, 3; C Q, 2. Spades Trumps.

Motto, Whist Suicide.

Score 2 all.



HAND 182.

NOTES.—Trick 9.—The discard of the C 5 is very bad. This is a good instance of the necessity for leading a 13th trump. Observe if, after the 13th trump, B leads the C Kg, and Z has kept the small Club, X must discard his Queen on the Kg.

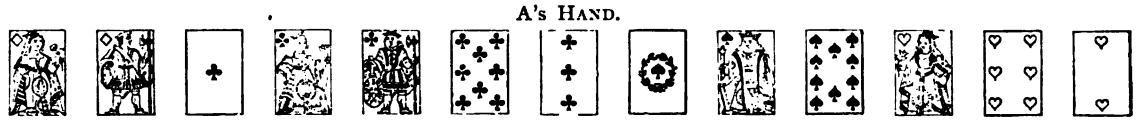
HAND No. 184.

NOTES.—We give the hand as an example of the lead of A, Q when one partner has not confidence in the other. After trick 2 A ought to have known positively that B had Kg and another D. Yet he does not seem to have known anything of the sort, and thereupon proceeds to commit the gravest fault it is possible to do. He permits the weak hand to trump, knowing that it is the weak hand. He knows this because Z has signalled, and he gives the strong hand the most beautiful discard it is possible to conceive. It would seem to us that some players do not reflect at all. This is as gross a blunder as we ever witnessed on the 3rd trick.

No. 92.—DOUBLE DUMMY HAND.

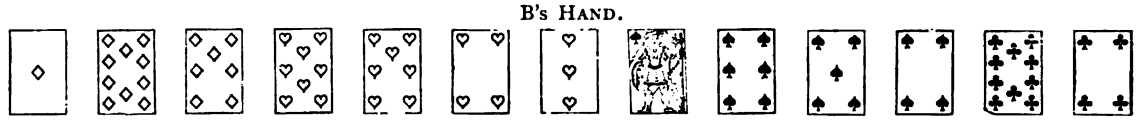
From actual play. A B Mr. F. H. LEWIS; X Z Mr. W. E. FOSTER.

A's HAND.

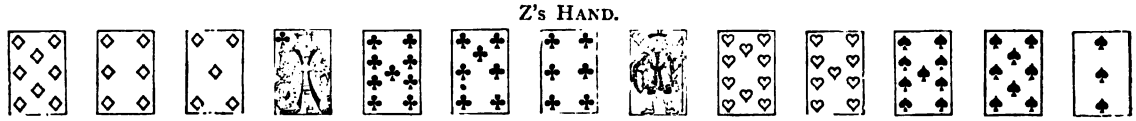


X's HAND.

B's HAND.



Z's HAND.



Score Love All. A to lead, and A and B to win the Game. Clubs trumps.

SOLUTION TO THE DOUBLE DUMMY PROBLEM, No. 91.

1. A leads Diamond Kv; X passes it; won by A.
2. A leads Heart 10; X puts on the Ace; won by X.
3. X leads Heart 2; B must cover with the Kg; won by B.
4. B leads Diamond Ace; won by B.
5. B leads Diamond 3; A puts on the Kg; won by A.
6. A leads Heart 9; X discards Spade 5; B discards Spade 4, and Z puts on Heart Kv; won by Z.
7. Z leads Club 10; A covers with the Kg; won by A.
8. A leads Heart 8; X discards Club 7; and B discards Club 3; won by A.
9. A leads Spade 2; B puts on the Kg; won by B.
10. B leads the long Diamond 4; A discards Club Kv; and X say Club 8; won by B.
11. B leads Club 4; A puts on the Ace; won by A.
12. A leads Spade 3; B puts on the Ace; won by B.
13 B leads his long Club 5; won by B.

NOTES.

If, at trick 10, X discards a Spade, then at trick 11. B leads Spade Ace, when X's Qn falls; won by B.
12 B leads Club 5; A puts on the Ace; won by A.
13 A leads, winning Spade Kv; won by A.

If, at trick 1, X covers the Kv of Diamonds with the Qn, B takes with the Ace and then leads the Heart Kg, which X takes with the Ace. If, at trick 3, X leads a Diamond, A will win the trick and lead Heart 10, which will be won by his partner's Qn, who then leads a small Diamond, which is won by A, and the play then becomes, at trick 6 and subsequently, the same as above. It makes no difference whether X discards a Spade or a Club at trick 6, so long as he does not discard twice from the same suit in succession. It is at trick 10 his discard must be unfortunate; when he is forced to unguard one of his strongest suits. A's and B's discards are always the same.

Solutions by E. J. (Gordon-square), W. D. M., Lex and Mocking Bird,—correct. All others wrong.

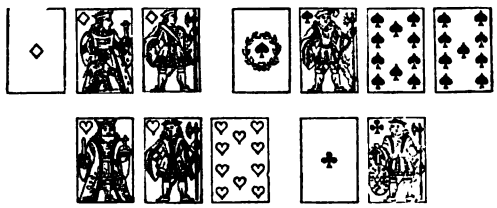
From *The Judges of England.* (Sir John Jarvis.)

The following curious case is a good exemplification of his qualities: "A young man of large property had been fleeced by a gang of blackguards on the turf, and at cards. . . . A private note book, with initials for names, and complicated gambling accounts, was found on one of the prisoners. No one seemed to be able to make head or tail of it. The Chief Justice looked it over, and explained it all to the jury; then there was a pack of cards which had been pronounced by the London detectives to be a perfectly fair pack. They were examined in court; every one thought them to be so. They were handed to the judge. . . . When the charge begun, he went over all the circumstances, till he got to the objects found on the prisoners. 'Gentlemen,' said he, 'I will engage to tell you, without looking at the faces, the names of every card in the pack.' A strong exclamation of surprise went through the court. The prisoners looked aghast. He then pointed out that on the backs, which were figured with wreaths of flowers in lines all over, there was a small flower, the number and arrangement of the dots on which designated each card." (His Life, p 142.)

PIQUET DISCARDS.

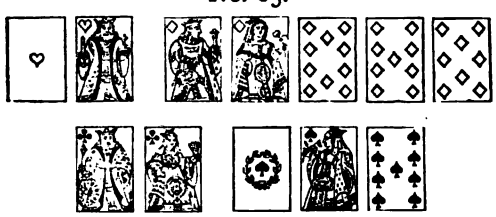
ELDER HANDS.

No. 84.



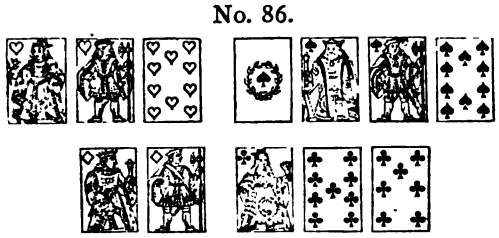
Mr. Lowinger Discards D Kv; H Kg, Kv, 10; C Kv.
Took in S Q, 8, 7; D 10, 7.
Made 77 to 3.

No. 85.



Mr. Bianchi Discards D Q, 10, 9, 8; S 9; We prefer H A, Kg; S 9.
Took in C Kv, 10, 9, 8; S Kv.
Made 46 to 5.

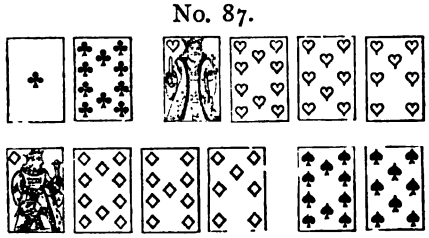
No. 86.



Score 52 to 53.

Mr. W. E. Foster Discards C Q, 9, 7; S Kg, 10.
Took in D A, Q, 9; C 10; S 8.
Made 33 to 3.

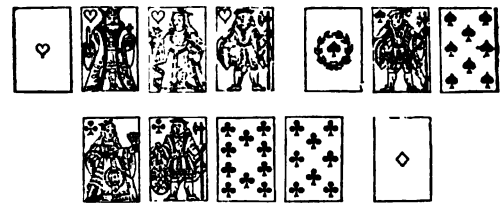
No. 87.



Score 46 to 99.

Mr. Baker Green Discards H 8, 7; D 9, 7; S 8.
Took in C Kg, Q, Kv, 9; S 7, making Point, Quint and Quartorze. Mr. Green says the discard was against all rule.
We should have discarded H Kg, 8, 7; S 8; C A.

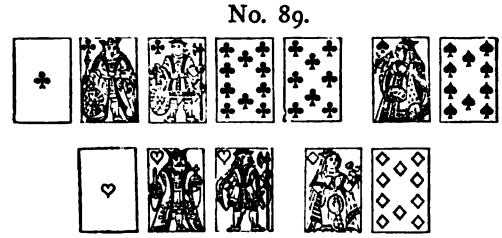
No. 88.



Mr. Bianchi Discards C Q, Kv, 10, 8; S 8.
Took in H 10; D Kg, Q, Kv; C 7.
Made 90 and game.
These two last discards and the take in are lucky indeed.

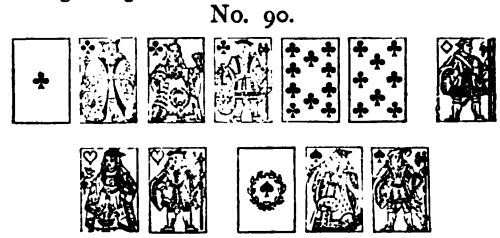
YOUNGER HANDS.

No. 89.



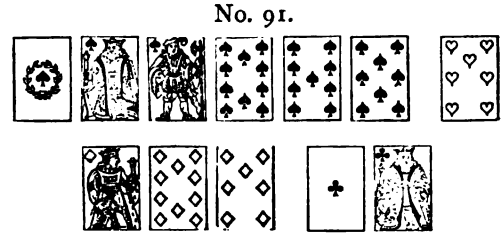
Mr. Belaieff Discards H A, Kg, Kv.
Took in H 10; S 8; D 9.
Made 38 to 5.

No. 90.



Mr. Bianchi did not take a card.
We prefer S Q; H Q; and to leave a card.
His stock consisted of D A, Q, 8.
Made Point, Quint and Quatorze.

No. 91.



Score 85 to 75

Mr. W. E. Foster Discards D Kg, 10, 7.
We prefer C Q; D 8; H 7.
Took in D Q, 7; S 7.

WHIST JOTTINGS.

WANT OF PERCEPTION.—CONFIDENCE.—TIME.

We were watching a game at Whist a few days ago, and we were struck with an answer that a player gave to the question: "Partner, why did you return my spade?" Answer: "You led spade, then why should I not return it?" "Surely if you win third hand with an 8 you must be leading up to great strength," was the modest reply, to which the culprit: "How do I know what you lead from?" Here we have an original lead of a small spade, won third hand by the 8 (his highest of the suit), and returned, and the partner thinks he is a good player, and has played with success for forty years; he is quite satisfied that he played by rule, and up to this moment he cannot see that he did anything wrong. It is quite true the third player did not know what the leader had led from, nor could any one else tell, because either first player or second player must have played an irregular card. As a matter of fact, the second player had Ace, Queen, 10, and he ought to have put on the Queen, but the remark as to not knowing of what the leader's hand consisted was beside the question, because it must be that the leader has two honours in the suit, and the second player two, and therefore to return a suit in which this position occurs is to place your partner under the greatest possible disadvantage. There is no help for it but to open your best suit, and abandon your partner's. In this case the player had an Ace, Queen, Knave suit. We have often commented on the fact that players do not reflect what their partner leads from, but, in addition to the inferences to be drawn from the card led, every player should be able to surmise something about the other two hands. Yet there are many men who think themselves Whist players, because they have mastered the leads; another set who think they are Whist players, without any knowledge of the leads; whilst the same set who know the proper lead from any combination of the cards in their own hands, cannot tell what it is their partners have led from by inference. Thus we see men lead correctly Knave from King, Queen, Knave, 3, 2, who yet cannot understand that when their partner leads Knave that he has led correctly, and that he has King, Queen and two others of the suit. If they have none of the suit, they will trump the Knave, and tell you that it was the correct play to do so; first, because they could not assume that you had the King, Queen, and then, to add to the enormity, they say they were so weak that they must trump, forgetting that if they are so weak that they cannot afford to pass the Knave, they make the case more hopeless by preventing our suit from being cleared. The same player will tell you that if you had led the King you would have saved the game. Again, suppose that the third player does follow suit, and the question comes at the end of the hand: "Of what does my partner's hand consist?" They correctly count the King, Queen to be in their partner's hand, but they will leave the two small cards of the suit unaccounted for. There should, all through the hand, be mental questions asked and answered. What can this card be led from? What can this man have? What is the object of this lead, or that? How constantly do we see men treat a suit led as a strong suit, when the lead is simply to our partner's discard, or a trump led to our partner's call. If, by the command of our partner, we lead trumps, the same class of player will treat our hand as the strong hand, and proceed to force us. Young players looking on should endeavour to answer for themselves similar questions to those we have suggested, and failing to answer the question satisfactorily, they should ask the player for his reasons for doing this or that, and if the question be asked for information, they may rest assured they will obtain an answer. How knowest thou this? How did you know that so and so had so and so, or had not so and so? There is a reason for every lead, and no card should be played without some reason for it.

We see many City men play Whist. In the City they know the value of money, and the value of credit or confidence in another. Now, at Whist, good cards are cash, but next to good cards the most valuable commodity is credit or confidence. Play with a man in whom you have confidence and you get more out of the cards than you do when you play with a man in whom you have no faith. The same men who, in the City, know the value of confidence, will not see that the same confidence is of equal value at Whist. In the City they may get rich by the aid of money, but they also may get rich without money by the aid of their own good name, which is credit. So, if we can get good cards, we win, and with bad cards we save a trick here and a trick there, save the game, and have another chance. We get more out of the good cards by the aid of faith, and we get more out of bad cards, and this is money or money's worth. We play with a man who has no faith. We lead Ace, Queen; our partner, when the Queen is led, has King and another; he will not put on the King, and with a good trump hand, lead trumps; on the contrary, he will keep up the King and force us to lead the suit again, or change the suit, because, with the King held up with a bad player, he cannot assume that he has King and another left, whereas, with a good player, we are certain that he has King and another. It follows, therefore, that with a bad player we cannot lead trumps, whilst with a good player we can safely do so, and thus, by credit, and credit only, we gain that most valuable element—time. We wish we could press this subject home. Time is often of infinite importance at Whist. If we have to wait until we get in again before leading trumps, what chances there are of our losing the opportunity altogether, or not getting in until it is too late to be of any advantage. A cross ruff may get established.

Our adversaries may get a discard that changes the whole feature of the game. The game fluctuates; its features change with every lead, and the bold stroke, justifiable at one moment, is an act of rashness at another. Probably nothing exhibits the value of time and confidence combined better than the case when your partner's original lead is to your strong suit; we win the trick and have good strength in trumps; if we have faith in our partner's lead, we can play trump instanter, but if we doubt him, we are obliged to return the lead to see if he has led from strength or weakness. This return has lost more games than any other; and our partner will no doubt say, at the end of the hand, if you had led trumps we should have won the game, and he will probably be right, and deem it our bad play; and so it is. But what induced the bad play? Why, the lead of that wretched single Queen the previous hand! But he will say we lost nothing by that, which may be true; but the loss has come this hand instead of the last, and to lose the one is as bad as the other. He and many others will say the last hand has nothing to do with this. Each hand must be played on its own merits, which is of course true; but we are governed by what has gone before in estimating the probabilities of what will occur again, and the player who leads us a singleton, cannot blot out the fact from our memory, and we cannot play with him as with a steadier player. The same player who finds fault with us for not trusting him will say, you must guide your play by your knowledge of the players, and vary the play with this knowledge, and they will say: oh, so and so can never win, he always plays straight. We all lose at times by playing straight, but how much do these dark horses lose by these indirect crooked ways? There are now many of these players who say they led us a strengthening card, say a Queen or a Knave, and that was the best they could do for us. The Queen certainly helps if it happens to be our suit, but, to our thinking, the Knave is of very little use; indeed, it is an embarrassing card, except when we have Ace, Queen, or when the second player has the Ace, and even in the latter case if the leader is known to open from such a suit, the Ace is not put on. When men argue in favour of such a lead they seem to leave out of sight the fact that a Knave or Queen in their hands are very protective cards, and if the lead be an original lead then the odds are as 2 to 1 against the suit being your partner's. Again, if the Knave is not covered, and we have Ace and neither King nor Queen, we cannot tell that the lead is from weakness, and we put on the Ace, thus clearing our adversaries suit right off. The Queens and Knaves singly guarded as protections to the suits are of much greater value in hand than led out. We infinitely prefer the long suits being lead, however weak. We very often hear men say that with 5 trumps to the 10 or 9, and with no trick in their hand, they cannot lead trump; it is too risky. We wish one of these would put in writing what it is they risk. We should like to see the case fairly argued. At present we can see nothing to argue about, the player can only go for his partner's hand. He cannot save the game alone, and with 5 trumps we want to do more than save the game. If your partner has no strength, what is the good of the trumps? Do you not do more good by leading them at every opportunity rather than by risking the sacrifice of your partner's good cards? Is it not better to find out your partner's suit, and then lead it, rather than lead at haphazard? They seem to think that with 5 trumps they can lead trump at any time, but they forget that to lead trump they must first get in. If they miss the opportunity of leading at first, the time and opportunity are lost—never to return.

DRAMATIC NOTES.

THE muses that preside over the destinies of the drama, and inspire our theme, must this month drape themselves in French attire, and attune their lyres to Gallic strains. A prophecy made some months ago in these Papers has quickly been fulfilled, and we have to chronicle a month without an original play, and only one of English extraction. We take no more credit for the prediction than a man who, regarding the heavens black with clouds, should observe to his friend that it was about to rain, inasmuch as in each case there were infallible signs of what was about to happen. Nor is the phenomenon anything new, but arises from the occasional and temporary exhaustion of the brains of our dramatists. Twenty years ago or more the Parisian stage was ransacked, as now, in behalf of London. Then came a period of native talent, which has lasted almost up to the present time. Now that Mr. Robertson is dead, and living writers are not as they should be, the managers and the public, stimulated by the presence in their midst of a French company, depend once more upon Paris. And to what an extent is this dependence at this moment carried! The Haymarket, sad to relate, provides a long comedy, founded on a Palais Royal farce; the Court a four act play, also very much like a French farce, though it has travelled round by the United States to get to England. Then there is *Madame Angot*, from Brussels, performed at three theatres. In addition, there are opera bouffes, folies musicales, and other things of the sort; such as *Vert Vert* at the St. James's, *La Jolie Parfumeuse* at the Alhambra, and *Nemesis* at the Strand. But, besides all these imitations, the genuine French article is to be had at the Princess's Theatre, where Mdlle. Favart has recently appeared in *Le Sphinx*. This play, as our readers are aware, is that in which a Mdlle. Croisette gave, in Paris, such a graphic and realistic effect of taking poison, that the spectators were at once fascinated and horrified. A sensation having thus been

excited, *Le Sphinx* was brought over to London, and Mdlle. Favart, a greater actress than Mdlle. Croisette, was engaged to play the heroine. But disappointment awaited the eager and "high priced" audience that assembled on the first night, for Mdlle. Favart, who is superior to petty means for causing effect, took barely a minute to die in. The joke of the matter is, that the play is dull, tedious, and spun out; so that those persons who yawned patiently till eleven o'clock, in expectation of something very strong, were doubly disappointed. Mdlle. Favart has since appeared in her more familiar part of Camille in *On ne badine pas avec l'amour*, but apparently without being able to infuse the wonted fire into her acting; and it has been whispered (tell it not to him of the *Athenæum*) that certain of the French artistes at the Princess's do not act well. We must confess that on our hearing of *Le Sphinx* we failed to see the great merits of the representatives of De Savigny and Lord Astley. The former was black, scowling and sallow, and clung with desperate energy, through three out of the four acts, to his opera-hat, which to him was a sheet anchor for his hands. To a man suffering with a cold much may be pardoned, but the effect of the enormously long speech droned out by Lord Astley in the last act may be imagined when delivered by an actor whose breathing apparatus is clogged and uneven. Mdlle. Audree Kelly studied the floor with great interest. As for Favart, no genuine playgoer could behold unmoved her fine and subtle acting previous to, not after the taking of the poison. Her very finger tips assisted in the illusion, and it may be said that if three minutes of glorious acting could atone for hours of weariness, Mdlle. Favart did her very best to make the compensation. But it was impossible.

The spectacle of the members of the Haymarket Company disporting themselves in translations of flippant French plays, like elephants in a quadrille, would be indeed sad, were it not that the authors of *Mont Blanc* have completely overladen the incidents of *Le Voyage de M. Perrichon* with their own excessive ornaments and additions. Various critics have abused *Mont Blanc* for its ultra-realism. That does not appear to us to be its greatest fault, if realism is a great fault; and it must be remembered that many a good play is improved (the *Overland Route* for instance) by realism. But *Mont Blanc* is very long, very dull and very prosy, and the dialogue of the author-adapters is stale, stagey and commonplace. It is neither new nor funny to describe Mr. Chirpey (acted by Mr. Buckstone) as coming from St. Mary Axe; for has not St. Mary Axe been used up long ago by every farce writer on record? It is, perhaps, surprising that Mr. Chirpey was not made a drysalter, that being the trade most in favour with dramatists whose industry is more marked than their powers of invention, but "oil and Italian warehouseman" is perhaps as good a substitute as can be had for drysalter. It is neither new nor funny, but it is rather coarse to put into Mr. Chirpey's mouth remarks as to the size of the bed required for himself and Mrs. Chirpey (acted by Mrs. Chippendale). But it must be admitted that the species of coarseness is harmless enough, and is pleasing to the old ladies and gentlemen who frequent the Haymarket dress circle. No pantomime used to be considered complete without the singing of "Hot Codlins" by the clown, and no Haymarket play must be without its little bit of "double meaning" for Mr. Buckstone. "Hot Codlins" has vanished with the changing fashions of the day, but Mr. Buckstone's remark and wink remain strong as ever. Innumerable characters are introduced into *Mont Blanc* by the Messrs. Mayhew, and every member of the Haymarket company, not forgetting Messrs. Rogers, Clark, Walter Gordon and Weathersby, is on the programme. But Mr. Buckstone is the Atlas who has to bear the weight of the play on his shoulders. It may be conceded that he nearly succeeds in doing so; but he is dragged down, not only by the authors, but also by his own son, the junior Mr. Buckstone, whose presence on the stage, when it every now and then comes to his turn to amuse the audience, is an affliction, and who will surely never tread in the footsteps of his father. Perhaps the most inexcusable thing in *Mont Blanc*, as in *Brighton*, is the introduction of intended duels. Now the duel is just as obsolete among Englishmen, as the tournament or burning at the stake, and even the wide license of the dramatist is exceeded when he introduces circumstances that are utterly impossible.

The daring, or we may say the assurance, of a dramatist in writing his titles has, in *Brighton*—the latest production at the Court Theatre—seldom been exceeded. The author, Mr. Frank Marshall, describes *Brighton* as a new comedy in four acts, the main incidents of which are taken from an American comedy, *Saratoga*. From the beginning of the first to the end of the last act, there is not the ghost of a plot or a story; the incidents may have come immediately from America, but they occur in eight out of every ten favourite London farces, and, in short, there is nothing new about it. *Brighton* is a farce, and, acted as a farce, would be fairly amusing; but being lengthened painfully into four acts, it becomes wearisome, and it is not until it is more than half over that the fun begins. The length is continued by an unnatural dragging and repetition of every incident. Many times over does the hero tell the tale of his various loves in the first act; and a lady is made to call her husband "a brute" (this is not very novel), for about five minutes, at the opening of the second. The fainting of a gentleman's wife in another man's arms is prolonged to a length that is unseemly, simply because time must be consumed somehow, and what ought to be a forty minutes' farce is converted into a comedy lasting two hours and a half. The reader may naturally wonder why this should take place, when, if *Brighton* had been announced as a farce, and compressed into fit limits, it would have been so much more amusing. We suppose the reason is, that farces are not fashionable, that managers are of opinion (perhaps justly) that the public will not patronise them, and

more than all, that the critics will not come to see them. If *Brighton* had been announced as a one-act farce, to precede *Calypso*, there would have been no newspaper notices of it; and, without such notices, no manager is of opinion that he can succeed. The male performers in *Brighton* discharge their duty of monotonous repetition with much credit. Few actors could excel Mr. Wyndham in this particular line, and Messrs. Hill and Bruce back him up ably and unselfishly. The ladies are not so good; lacking spontaneousness and refinement. Miss Sylvia Hodson would do better if she were to forget that she had been accustomed to act at Drury Lane, where shouting is necessary. The Court is a small theatre, and well adapted to the ordinary tones of the voice.

Having thus dealt with French tragedy, comedy and farce, we proceed to the various styles of *opera bouffe*, which are newly represented at the Alhambra and the St. James's. It is the custom with certain hasty critics, writing on the spur of the moment, or under the spur of the printer's devil, to assert that if you have decorum on the English stage you must have dullness, but that if you have indecency, you obtain liveliness. The truth of this proposition may be tested at the Alhambra where, although the entertainment does not err on the side of decorousness, it is most intolerably dull. Concentrate the essence of dullness from all the dull plays in London, and there are many of them, and you will yet fail to reach the standard of dullness which reigns at the Alhambra. We do not pretend to be able to explain why, if such is the case, people go to the Alhambra; but it may be suggested that there are some persons who will sit out the most stupid entertainment from morning to night for the pleasure of gazing upon the undraped charms of women; that there are others who go to the Alhambra because their intelligence is not equal to a visit to other theatres; and a few more who go to smoke or to drink, or for other purposes which we need not mention here. The unprejudiced playgoer of the right sort, if he happen to go there, will leave with the conviction that to make a successful *opera bouffe*, an author is required who will write a plot that is unintelligible, dialogue that is without point, or even sense; and performers must be engaged who cannot sing two notes in tune, or speak a line of English correctly. The St. James's theatre fairly beats the Alhambra on its own ground. In *Vert Vert* the dresses are very magnificent, and, for the most part, in good taste; and the singers can sing, which, where music is concerned, is an advantage. In fact, we could almost have advised a visit to *Vert Vert*, were it not rendered impossible by a dance called the *Rippirelle*, which is disgusting and revolting. It is simply incomprehensible to us how ladies of all ages—ladies with daughters, with sons, with husbands—can sit through such a repelling performance as this, and yet imagine that they have any further claim to the title of lady.

The one production of native growth produced this month, though not very brilliant in itself, stands out in pleasant relief against those we have already noticed. This is *Archie Lovell*, an adaptation of Mrs. Edwardes' novel, which has been done by Mr. Burnand for the Royalty Theatre. It is better than *Ought we to Visit Her*, although Mr. Gilbert had the assistance of the authoress in the latter adaptation. Mr. Burnand has gone to work for himself, and has suceeded in giving an effective and business-like arrangement of the leading incident of *Archie Lovell*. Whether he is justified, from a moral point of view, in doing this with another person's work, without that person's consent, is a question we cannot now discuss, but it may be safely said that Mr. Burnand's editing of Mrs. Edwardes' is much more entertaining than Mr. Burnand's originality. Miss Hodson represents Archie Lovell as no other actress, at present acting, could, and her only drawback is that she is not ten years younger. Mr. Charles Mathews is at present acting at the Gaiety, and we would suggest to any person desiring to judge between French liveliness and English dullness, to devote two nights to this object. Let him go and hear Mr. Mathews, as a specimen of English dullness, and then, for French liveliness, let him go to the Alhambra, or the St. James's, or the Opera Comique, or the Philharmonic, or the Globe. If his verdict be not in favour of the first, we will retract every line that we have ever written.

ANSWERS TO CORRESPONDENTS.

CHESS.

W. E. L.—Letters and contents received. Shall always be glad to hear from you. Thank our friend of the *Hartford Times* for helping us. We have not many such friends.

J. N. K.—Thanks.

W. J. PIERCE and H. J. C. ANDREWS point out that Mr. Pierce's amended version of the frontispiece 5 mover is still unsound. Mr. Pierce gives the following:—

1 R to R 2	1 Kt to B 6
2 Q to K 6 ch	2 Kt takes Q
3 B to Kt 6 ch	3 K to Q 4
4 P mates	

A. J.—Thanks for problems, which are under examination. The serpent idea was worked by Mr. Abbott. Do you know this?

Dr. LABONE.—We will make room for the problem if it proves sound, but we hope to receive something stronger than this from you.

E. F.—By all means let us hear from you. Perhaps you will be better able to get at the true definition after reading Mr. Barbier's letter. The latter part of yours is certainly worth publishing. The first part, as to the inconsistency of writers, is beside the mark. We all make mistakes, and we do not wish to dwell on them, but to try and solve the problem before us. Our space is always limited, so that we must keep as nearly as possible to the point at issue.

J. N. K.—Thanks for the problem, which is under examination.

W. NASH.—Part of your letter is answered in the *Chess World*. The prize is awarded according to your judgment. It

is too late now to ask for an entrance fee. We ought to give notice of this, or it would not be fair to would-be competitors.

W. D. P. (Melbourne.)—Problems received, with thanks.

W. COATES.—Your problem can be solved thus :—1 K to Q B 5, 2 R to Q Kt 2, 3 R to Q B 2, 4 Mate.

C. W. M. D.—Look at your last four-mover again. What is this?

1 Kt to K B 5 ch	1 P takes Kt
2 Q to K Kt 7 ch	2 B takes Q
3 B checks	3 K moves
4 R mates	

R. W. J.—Thanks for the batch of problems, which shall have due attention.

T. R. H.—Problem 410, 2 Kt to Q B 4 dis ch, 3 Kt to K R 3 ch, 4 B ma es.

WHIST.

T. R. H.—There is no occasion to give an exhaustive analysis of the play in writing. If you can solve the problems without putting up the cards, and your analysis is perfect, it is only necessary to put down the material cards, and a little more patience on your part will, we think, prove to you that these problems are not so easy as they seem, and that they are quite worthy of your industry.

COUNTY (*Misdeal*).—At the end of the hand it is found that I had no card left, whilst an opponent had 2 cards left. Originally one of the players had 12 cards, and the other 14. The point was referred to Cavendish, and he held that I must take one of the two cards in his opponents' hand, and that if he took a card, say a Diamond, and he had not previously followed suit in Diamonds, and Diamonds was then led, he would be answerable for a revoke. This seems all wrong ; please give your views. Law 46 was cited as an authority for this not being a misdeal.—*Ans.* Our correspondent must be under some misconception as to what took place. Cavendish is far too good a Whist lawyer to so decide. Whoever heard of any one taking another's card by lot at Whist. "The law says, it is a misdeal should a player have 14 cards, and either of the other three less than 13." Here one had 14, and the other 12 ; what more can you want? Law 46 applies to those cases only where one player has 12 cards, and the missing card is not in the others' hands. The partially playing out the hand has nothing to do with the case. On this we can give you a higher authority than Cavendish, viz., Cavendish's law, which is, in our opinion, the best code of Whist we have ever had. Law 26, page 7, of this code is as follows:—"It is a misdeal if any hand has less than 13 cards, and any other hand the corresponding surplus, *even though the hand has been partially played out.*" We believe you are mistaken in supposing that Cavendish ever decided as you suggest ; if so, he must have been joking, and Cavendish's jokes are too serious subjects for us to touch.

G. C. P. (*Getting rid of exposed card*).—A leads Club, X plays Heart, and he finds that he has a Club before the next player plays, upon which he takes back the Heart and plays the Club. The Heart is left on the table, Z wins the trick and leads Heart, and X claims to play the exposed card, but A claims that X is obliged to win with another Heart if he has one, and that the exposed card must not be played if he has another Heart. It is contended, on the wording of the law, "must be left on the table," that the card must be left there until called.—*Ans.* The contention cannot be sustained. The law is not well expressed, but there must be a limit of time. The card cannot be left for ever, and the adversaries may never call the exposed card. The practice has always been to get rid of the exposed card as early as possible, and we know of no law to prevent his so doing. The case has been repeatedly decided, and if you refer to Cavendish's little book you will find (p 45), "a player cannot be prevented from playing a card liable to be called. If he can get rid of it in the course of play, no penalty remains." This is, we believe, the law and the practice.

CORINTHIAN (*Non-dealer seeing trump card*).—A lifts the cards in the act of cutting, so that his partner can see the bottom card, on which the partner claims a fresh cut. Is this so?—*Ans.* A has done what he has no right to do. B is answerable for A's acts, and we decide that he cannot gain by his own wrongdoing. [See answer to West, in our last Number.]

J. R.—We are very sorry, but you must not forget that we are always pressed for space. We have on hand sufficient matter for a whole Number, and we cannot clear off the arrears.

J. S. KINGSTON (Jamaica).—Very glad to hear from you again. The May Number has, we hope, relieved your mind. The Jottings will certainly be continued. Any hints on that head, from what you observe, would be welcome.

G. and B.—How can you expect us to give publicity to a case of cheating at cards when the subject is *sub judice*. The Committee must inquire into the facts, and if satisfied that there is any truth in the suggestion, must act upon the evidence. We cannot, on an *ex parte* statement, believe that there is any foundation for the charge, and we certainly cannot lend our columns for the purpose of publishing a statement that may be, and probably is, pure calumny.

MAJOR.—We cannot recall any authority for not putting the Ace on the Knave 2nd hand in trumps, when you have two only of the suit. There used to be a rule, long since exploded, "Put an honour on an honour *except the Ace on the Knave*," but that referred to plain suits, and certainly could not apply to trumps, when you have only two of the suit. By your line of play you treat your hand as the strong hand. Surely, if you have only two trumps, the odds are in favour of your partner having more than two.

P. S. T.—If, last player, you win with the best, say the King, and you return the 10 when the 10 would equally have won the previous trick, you tell your partner that you have all the intermediate cards in between 10 and King. But if with the same cards, 3rd hand, you play the King, and it is trumped by 4th player, you have left your partner in the dark as to the position of the intermediate cards. In the first case you give all the information in your power, and in the second you withhold it.

R.—With Qn and another trump, 10 led, 2nd hand, we put on the Qn. We are are not aware that this is any hobby of ours, on the contrary, it is supported by authority and reason. If you wish to argue the point, state your reasons, and we will endeavour to answer them. With Qn and 2 others, the case is quite different.

W. D. W.—If you refer to the solution of problem 87, at p 233, you will see that the trump cannot be returned until the Heart suit is cleared. You must make the best moves on both sides.

BRIGHTON CLUB.—It is a revoke. Take three tricks from your adversaries, and add them to your own pack.

J. D.—My partner leads Heart 2 (plain suit). It is the first card led. I have Ace, Knave, 10, ought I to finesse the 10?—*Ans.* We play the Ace, and return the Knave, on the assumption that our partner has four or more of the suit, and that he desires it cleared.

PIQUET.

M. C.—A calls three Aces ; I have two Aces ; is it my duty, as a gentleman, to stand by and let A play, and then prevent his scoring anything, or should I ask him to show the Aces?—*Ans.* M. C. can, we think, stand by if he pleases. The law would allow him to do so. We would not so act ; nor would we play with any one who did so. We do not want to become card sharpers ; nor do we wish to see card players act at the card table in a different manner to what they would do elsewhere. It is of course difficult to draw the line, but here, at any rate, it can be drawn.

B. G.—Thanks for the discard.

S.—I call 3 Aces. My adversary says, which Ace have you discarded? I then find I have 4 Aces, and claim to mark them. Am I entitled to do so?—*Ans.* No ; you must abide by your first call.

H. B. T.—Any of the trade will supply you with the Papers the day after publication. Jordan, newsvendor, 169 Strand, always has a supply. In the City, Cole, No. 2 Queen Street, Cheapside, keeps them.

The Westminster Papers.

1ST JULY 1874.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE event of the past month was the sudden death of Mr. Howard Staunton, on Monday the 22nd ult. Next month we will endeavour to give a memoir of his career. The news reached us at too late a period of the month to do justice to the subject. From the time he entered the Chess World he gradually rose to the first rank, and in his prime he was the finest player of his day. At the foot of this page we give one of his prettiest efforts.* He published the Chess Players' Handbook in 1847, the Chess Players' Companion and the Text Book in 1849, the Chess Tournament in 1852, and Chess Praxis in 1860, and during the last twenty-five years he conducted the Chess column of the *Illustrated*. He edited the Staunton Edition of Shakspeare for the Messrs. Routledge, and it is said that he received the largest honorarium that ever was paid to a Shaksperian editor (£1,000.) He contributed for many years to various periodicals, and was esteemed one of our best dramatic critics, and it may flatter *our* critic to know that, in Mr. Staunton's opinion, he has no superior amongst the critics of the day for fearlessness and independence. Up to the last, Mr. Staunton was busy with his pen, endeavouring to find the true meaning of Shakspeare where the language appeared dark and mysterious.

In private life he was the most charming companion, and, in our judgment, the best conversationalist and teller of stories we ever met. For many years past he has only occasionally visited the Chess world; indeed, so completely was he lost sight of by the present generation that it was not until the *Illustrated* announced his death that any player in London knew of the fact. We remember him as the conquerer of St. Amant; we remember the charm of his society; we remember the work that he has done; and if, at times, we were inclined to think him ungenerous, let us also remember that if we all suffered as he suffered, from constant bodily pain, we should not be paragons of sweetness. The time has not arrived when an honest judgment can be formed on his influence for good or ill in Chess matters, and ours is not the pen to pass judgment, for these Papers were started to answer his attacks, and oppose his views, and a bitter feud has been kept up in public between us for the last seven years. We fought him, and we hope fairly fought him, but it is not for so recent an enemy to write of the grand old man that has just left us.

Leaving this melancholy subject, we desire to call the attention of our readers to an appeal made by a most influential Committee, in favour of the veteran Herr Lowenthal, who, from failing health, is obliged to relinquish his professional Chess duties. We have so often differed from Herr Lowenthal that we cannot be thought prejudiced in his favour; suffice it for us to say that no man has worked harder for Chess, and if he has occasionally obtained the half-pence of this world in return, "there was never a man so notoriously abused." All our readers know what Herr Lowenthal has done, and, if not, they cannot do better than write to Mr. Hampton, the Secretary to the Committee, at the St. George's Club, for the circular issued by the Committee, and any sums sent to that gentleman will be duly acknowledged. The Committee consists of all the good fellows of the last decade. We cannot give their names, but our readers may rest assured that anything receiving the approval of such men as Cochrane, Kennedy, Mongredien, Medley and Rimington Wilson is worthy of support, and we can only express our regret that the list contains no names known in the more modern Chess world. There were giants in those days—giants in skill—giants in good works. Are the present generation all pigmies, and are there none who will put their hands to the plough, and try to do an act of kindness for an old and well tried servant?

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* We select the following game between Messrs. Staunton and Cochrane.

Mr. STAUNTON. White.	MR. COCHRANE. Black.	Mr. STAUNTON. White.	Mr. COCHRANE. Black.
1 P to K 4	1 P to K 4	11 Q to Kt 3	11 Q to Q 2
2 Kt to K B 3	2 Kt to Q B 3	12 P takes P	12 Q Kt to R 4
3 B to B 4	3 B to B 4	13 P takes Kt	13 Kt takes Q
4 P to Q Kt 4	4 B takes P	14 R to K sq ch	14 K to Q sq
5 P to B 3	5 B to R 4	15 B to K 7 ch	15 K to K sq
6 Castles	6 B to Kt 3	16 P takes P	16 K R to Kt sq
7 B to R 3	7 P to Q 3	17 B to B 6 dis ch	17 Q to K 3
8 P to Q 4	8 P takes P	18 B takes Q	18 B takes B
9 P takes P	9 Kt to B 3	19½ P takes Kt and wins.	
10 P to K 5	10 P takes P		

The Committee of the British Chess Association have at length made up their minds to award the problem prizes. At least they have got as far as the sets. The special prizes have yet to be awarded, and the names of the winners will be withheld until the special prizes are awarded. It is supposed that the whole of these problems have been published. So far as the WESTMINSTER PAPERS are concerned we appear to have given one set at page 51, July 1873. Who has published the rest we know not. A fluctuating committee such as that which has just come to a conclusion, after so much delay, can scarcely be called a satisfactory tribunal. Except Herr Lowenthal and perhaps Mr. Wisker we do not think there was one of the members of the committee present who acted in the early part of the examination, and whether the results of the labours of the early committeemen were ever layed before the present committee we confess we do not know, and for our part we should be inclined to think that many of the defects found by the early examiners have not been put before the present committee. We should think that the delay in giving the prizes must be very cruel to the competitors; so much so, that we should scarcely expect good composers to compete again in any tourney conducted under the auspices of the Association. We suggested long before May 1873 that the whole of the problems found sound should be published at once. The committee decided that this should be acted upon, but the resolution was never carried out in its integrity. The following are the prizes:— 1. Look after the Cáby. 2. Ultima Thule. 3. Hoc ardua vincere docet. 4. Why so, prithee? 5. The best layed schemes. 6. All's well. 7. Auf Wiedersehen. 8. Ludimus effigiem belli. 9. Work for money. Set No. 8 is very weak, No. 9 is not worth publishing, and all the rest were found unsound.

The *Chess Player's Chronicle* for June has duly come to hand. From it we learn that Mr. Skipworth and Mr. Owen play another match for the Provincial Champion Cup next month. How is it the rising country players do not challenge for the cup? They would get good practice and pleasant opponents. The number contains the usual supply of games and plenty of notes.

Herr Kolisch has paid a flying visit to London, and this has given rise to all sort of rumours as to matches about to take place: Steinitz and Kolisch, Bird and Rosenthal, Zukertort and Rosenthal, England and France. We believe there is no foundation for any of these rumours.

We have received the programme of the Counties Chess Association meeting, which, as we have already mentioned, commences on the 3rd of August, at Birmingham. No entries will be received after the 1st of August. The players interested should send for full programme to B. W. Fisher, Esq., Berkeley Hall, Cheltenham, or S. G. Kempson, Esq., Claremont, Bristol-road, Birmingham. The first prize will be £12, second £5, third £3, and fourth £2. This competition is to be open to 12 members only. The committee in case of need will select the twelve strongest amateurs. There are other classes and prizes for weaker players.

Many of our readers—especially those in Liverpool and London—will regret to learn that Mr. Walter Franklin died on the 10th of June, at his residence in Galway, aged 54. He was well known for many years as an ardent votary, and a strong Knight player. His gentle manners and good humour made his presence ever welcome at the board, and endeared him to all with whom he associated.

Mr. Blackburne has been playing blindfold eight players at the Hague Chess Club, and ten games at Rotterdam, and, as usual, was victorious.

Another distinguished Chess player, the Rev. G. A. MacDonnell, also visited Holland, during the month, where he was most heartily welcomed by the members of the Rotterdam and Hague Clubs. With Mr. Dupré, the national champion, he played six games, and as we understand all of them were recorded, we hope to publish one or two next month. Mr. Dupré is ingenious, sound and learned; better still, he is a very pleasant, courteous and good-humoured opponent. He only needs a little more practice with the best players to reach a very high place in the foremost rank. With the Hague Mr. MacDonnell was extremely pleased. The beautiful town, the uncommon scenery, the glorious weather, and above all, the delightful companions whom he there met, rendered his visit supremely pleasant. The champion of the Hague, and winner of the first prize in the last tourney that was played there, is Mr. Gifford, who possesses all the elements requisite to achieve distinguished reputation. Well acquainted with the openings, he is full of dash and vigour, and having once obtained an advantage, maintains it with unflagging pertenacity.

In the next class to him stands the President, Baron Von Hoogendorf, whose play is as lively as his manner is charming. His fine natural abilities, combined with his love of the game, ought to enable him soon to contend for the championship of his country.

We are glad to hear that Chess is flourishing in Holland. The attendance at the Clubs is large, the play constant and good. Tourneys and reunions frequent and appreciated. The Chess visitor to that country may feel assured that he can always spend some pleasant hours at the Hague Club and the Lees Kabinet in Rotterdam.

We make the following extract from a letter signed S., in the *Spirit of the Times*, respecting Paul Morphy's retirement for ever from Chess:—

"Those who know him best account for his present sentiments upon the principle that when he became a professional Chess player, he did so against the advice and earnest appeals of his family, and that in following the bent of his inclination he sacrificed most brilliant business prospects which were then opening before him. In time he came to realize what golden opportunities he had

wasted, and in some way he came to look upon his Chess playing proclivities as responsible for such misfortune, and gradually turning against it in resentment, he has grown into an abhorrence of it. Truly that is what it seems and nothing else."

These are believed to be the opinions of Morphy, and coming from him they carry greater weight than anything we can say on the subject. We have said in public, and we have said in private, and we say again to all young players, be a master of the game if you will, but never let this or any other game be your master. If you achieve the triumphs of Morphy of what avail is it if you neglect your other opportunities in life? The professional Chess player is paid in applause or abuse. The other pay is more miserable than that of a good stonebreaker. If young men with their eyes open choose to sacrifice themselves to such a miserable pursuit, let it not be said they do so without a warning.

The Barnes and Perrin match last score. Barnes 6, Perrin 5, Drawn 2. Mr. Neill concluded his match with Mr. Warr, winning seven to his opponents three. A second match between the same players has commenced, and the score when we last heard was Neill 3, Warr 0, Drawn 1. Mr. Neill is the Chess editor of the *Danbury News*. The *Clipper* states that Mr. Neill is now the Champion of New England, he having recently defeated the veteran George Hammond, who has held this title from the time whereof the memory of man runneth not to the contrary. In the Boston tourney Mr. Neill lost one, and drew two out of 18, which the *Vox Populi* describes as a most surprising performance.

The *Hartford Times* is always full of go. This week the editor describes the efforts he has made to learn the Danish language in order that he might review the Nordish Skaktidende. His teacher appears to have taught him Irish, and as soon as the accomplished Editor had acquired a knowledge of the openings, he began to practise, and accordingly meeting a Dane in the streets, he said in Danish, 'good morning,' on which the Dane knocked him down, which the Editor fancied was the Danish way of shaking hands. The Dane vanished, and the Editor ultimately found that instead of saying 'good morning,' he had said in Irish 'Go to the Devil!' but how that Dane happened to know Irish, the Editor and no other fellah can explain. Such is one of the sacrifices Chess Editors make at Caissa's shrine.

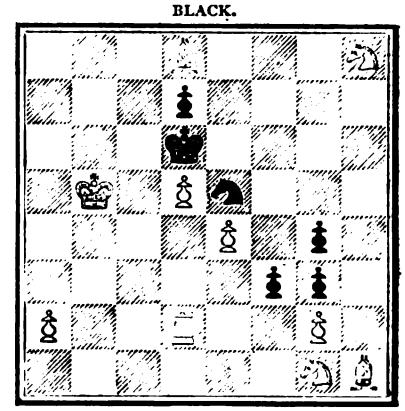
The *Adelaide Observer*, 18th April, gives the following as the state of the score of the Adelaide Chess Tourney:—

	Won	Lost		Won	Lost
Avery	1	3	Masters	4	0
Hamiltons	2	2	Shuttleworth	3	2
Klesser	0	4	Steele	2	2
Moun	4	1	Tyrell	1	3

The fifth draw was as follows:—Steele *v.* Klesser. Hamilton *v.* Avery. Masters *v.* Tyrell. Moun *v.* Shuttleworth. There are four prizes, and the winners will play Mr. Fullerton, the present holder, for the Cup.

Chess, having overrun the earth, is now, like another Alexander, longing for fresh worlds to conquer, and, more fortunate than the Macedonian monarch, appears to have found one—Dreamland being its latest annexation. This information we gather from the history of the problem in the margin, concerning which Col. Huggins, a well-known American composer, tells us that "it was presented to his mental vision in a dream, full and complete in every detail. He arose at 2 o'clock in the morning, struck a light, transferred the position to his book, and that was all the conscious or voluntary care he had in the matter." Of course, our inference is that its composer, an inhabitant of Dreamland, being anxious to submit his composition to mortal judgment, selected Col. Huggins as the medium through whom it might find publicity in this sublunary sphere, though we think he might just as well have gone to a Chess editor at once. For a first attempt we must not be too critical, but a little more originality of idea, and a little less impossibility of position will, it is to be hoped, take away the earthly smack that characterises the present production from the future efforts of this new composer. A game or two from a similar source would, doubtless, be also welcome. So do not be bashful, ye Chess-playing Dreamlanders! By all means let us have some more communications from you. We ought to say this Chess "Xublu Khan" is taken from the *New York Clipper*.

BLACK.



WHITE.

White to play and mate in three moves.

BRISTOL AND CLIFTON CHESS ASSOCIATION.

We are indebted to the Secretary of the Club for the following:—

This strong Club has been busily engaged during the winter season, Chess matches with Oxford, Cambridge and Sheffield having taken up a large portion of the time. The two latter matches are still going on by

correspondence, and that with Oxford University, it is hoped, will shortly take place at Clifton; the Oxford Club having accepted an invitation, forwarded some time since, to play the return match, Bristol being victorious on the last occasion. The following is the result of the handicap tournament played in the Club Room:—Section A, Class 1—W. Berry, won 19, lost 5; E. M. Banfield, retired early, games scored against him; H. J. Francillan, ditto; C. F. Lewis won 14, lost 12; A. T. Perry won 19, lost 8; L. Mosely won 18, lost 5; Rev. N. Tibbits, won 7, lost 13; W. Tribe, won 10, lost 10. Class 2 (the above giving the odds of Pawn and two moves)—G Davis, won 5, lost 11; G. Harding, won 19, lost 8; H. Pearce, won 5, lost 8; T. W. Walton, won 2, lost 12. It will be observed that Messrs. Berry, Perry and Harding have each made a score of 19, and will consequently have to play off for the 1st, 2nd and 3rd prizes. Section B, Class 1—Mrs. Vivian, won 8, lost 4; C. J. English, won 10, lost 2; W. Hall, won 7, lost 6. Class 2 (receiving odds of Rook)—C. Giles, won 2, lost 9; J. Stone, won 4, lost 8; J. Fawn, won 6, lost 6. Mr. English takes 1st prize in this section, and Mrs. Vivian, a strong lady player, 2nd. A very interesting match is now being played at the Clifton Chess Club, which numbers 120 members, between Messrs. Thorold and Minchin.

THE WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

THE Club, ever desirous to encourage skill in any game or pastime and of all innocent or instructive pleasures, offers two prizes, (£7 7s and £5 5s) for the best sets of three original problems in a competition open to the composers of all nations. The conditions and the details are left in our hands, and as our last tourney appeared to give general satisfaction, we shall follow the same rules, as nearly as possible, and we repeat what we said on that occasion.

"It may be objected in some quarters that the prizes offered are insignificant in amount, and to those who regard these competitions from the money view alone we may concede the point—the more readily perhaps that no argument of ours would induce them to augment the prizes by subscriptions—nevertheless we are old fashioned enough to entertain the conviction that problem composers as a body are less influenced by pecuniary considerations than any other class of the Chess fraternity. There are no professional problem composers that we have ever heard of, and if there are any, it is no part of our programme to encourage the genus."

The plan of publishing the problems before making the award adopted in the last Tournament, will be adhered to in the present one, and, as before, the comments and analyses of our subscribers and competitors will receive every attention from the judges, who may be addressed through the editor of this Journal.

The judges will be Mr. P. T. Duffy and Mr. F. H. Lewis, and in case of difference, the editor will appoint an umpire.

The following are the conditions of this Tourney:

1. The competition will be open to problem composers of all nations.

2. The problems to be original, to be ordinary mates, and the solutions to be in not less than three, nor more than four moves.

3. Each competitor to send three problems. The positions to be clearly described upon diagrams, to be accompanied by full solutions, and to bear a distinguishing device, or motto, and not the author's name.

4. Each competitor to send with the problems a sealed envelope containing his name and address, and endorsed with the motto corresponding with that affixed to the problems. These envelopes will not be opened until after the adjudication of the prizes.

5. The problems to be sent to the Editor of the *Westminster Papers*, 46 Cannon-street, London, E.C., as follows:—

From composers resident in the United Kingdom, on or before the 20th September 1874.

From composers resident in the rest of Europe and North America, 20th October 1874.

From composers resident elsewhere, 20th January 1875.

6. Problems, the joint composition of two or more composers will be disqualified.

7. The Problems, after undergoing a preliminary examination, will be published in this Journal at the rate of three sets per month; and on the expiration of one month after the publication of the last set, the prizes will be awarded. The right to publish all or any of the problems to be vested in the proprietor of these papers.

REMARKS ON PROBLEMS, BY G. E. BARBIER.

(*Continued from page* 25.)

1. By adding pieces that have *nothing at all* to do with the problem.

2. By making use of pieces that have nothing at all to do with the solution, but are merely introduced so as to afford another purposeless variation.

3. By using pieces which are all required for the author's solution, but which might be reduced by concen-

tration, without interfering with the composer's idea. This case generally points out to carelessness in construction.

4. By using a stronger piece where a minor one would equally do for defensive purposes, for example, a Queen instead of a Bishop.

The first case need not be discussed, for surely no one will defend it. Some composers, however, for the sake of balancing both sides, place useless pieces in certain positions that have an active look, but are, in reality, of no use whatever. The last two-move problem by Herr Meyer, in the *English Mechanic*, is a case in point, for there are a Rook, a Bishop and two Pawns altogether useless. Following up the idea which seems to have guided him in the composition of this problem, I have placed, on the same diagram, without interfering with his solution, all the remaining Black pieces. Their arrangement has no pretence to elegance, but the system upon which I improved it is more logical than Herr Meyer's, since he only introduces four useless pieces, whilst I put on the board all the available power of Black.

For the mere sake of introducing another variation, however ugly, some composers admit, in a remote part of the Board, a useless Pawn, which has no bearing on the mate at all. The removal of the Pawn always improves the position, for, besides having no part to play, its absence will add *spirit* to both attack and defence, which is the characteristic of all good problems. A piece is sometimes employed for the same reason. For example, suppose the solution of a two-move problem to begin by a check with the Queen, which may be taken by Black King, or one of three or four Black pieces; it may thus be recorded:—1. Queen checks; 1. King, Rook, Knight or Bishop takes; 2. Mate. Now, if by the absence of one or more of those Black pieces, no second solution is to be found, that one piece or those pieces should be removed, for they are useless, and make the solution easier.

The third case is brought about by carelessness in construction. It belongs both to the attack and defence. By referring to the second version of Mr. Carpenter's problem, in the April number of these Papers, my meaning will be apparent. The White King, who is idle, might be made to do duty at Knight's 4, and the Pawn there removed altogether.

The fourth case is defended by some composers. They forget that by so giving superfluous power to Black it is not power in reality, but a semblance of power they give him, since all the superfluous power cannot avoid the mate. Besides, it will make the solution easier, for it may happen that in the course of the solution the superfluous amount of power in a piece may be so used by the defence as to threaten check, thereby pointing out to the attack more immediate roads to the solution, which otherwise would not have been apparent. A Queen represents the power of the Rook and Bishop combined, and when a Bishop would equally do for the defence, I say that the using of Queen instead, whereby the entire Rook power is wasted, is wrong.

II.

I think that the universal improbability of the position of the pieces in problems is as strong an argument as absolute impossibility. Besides, the problem having nothing to do with an actual game save as regards the combination of the pieces, these need not be necessarily so placed as to imply that the position has occurred in actual play. Again, supposing that, in a game played according to the rules of play for the prize offered by Mr. Mongredien some years ago, or by Mr. F. H. Lewis lately, in which there is a displacing of pieces from their wonted squares, a position occurs admitting of all the elements that constitute a difficult problem, because one piece cannot have reached the square it occupies according to the general method of play, will you say it is no problem? I think one is at liberty to place his pieces in any position he likes; for example, a Bishop at Rook's square, with a Pawn at Knight's 2. And, in many instances, the so doing economises power.

III.

There seems to be something in the third objection. Generally speaking too many pieces on the board indicate that the composer has worked too quickly. There are, however, positions in which it is the intention of the composer to connect many variations with different pieces. Here, of course, the using many pieces is legitimate.

And, before coming to an end, I should like to make some remarks on Mr. Carpenter's letter in the "PAPERS" for April.

In the field of criticism nothing is of greater importance than clearness and precision of language. I think Mr. Carpenter's language is somewhat lax, and, therefore, I either understand him imperfectly, or the ideas he conveys to my mind seem to be illogical. He takes exception to a remark of mine, with regard to the dual move in Loyd's problem, but I think we are not so much at variance after all. Upon Black moving 1 K to Kt 8, White has a dual move: he may move his Rook to Queen's Rook's 8, or to Queen's 8. I call the latter move *perfectly legitimate*. On this Mr. Carpenter says: "I do not say, with Mr. Barbier, that the first form of inaccuracy is entirely legitimate, but that the deviation is so slight that it may be *overbalanced* in other respects." I take this to mean that, if the dual move did not exist, there must be useless pieces instead, or the problem must be maimed, by giving up some of those parts which, together, constitute its united

beauty. If this is Mr. Carpenter's meaning, I am of the same opinion as he, but then, is not the dual mate in the position under discussion *entirely legitimate*, since, without it, the problem would no longer be the same? You may add a White Pawn on the Queen's file, and that will put a stop to the dual move. But I look upon the Pawn as useless, and, like all unnecessary pieces, a great blemish. And does it not strike you that one of the most plausible roads of attack (1 R to Queen's 8) will be shut up? Again, after examining the admirable activity of all the pieces, do you not see that the passive Pawn will be out of place? Then, I may be asked—Would not the problem be the better without the dual move? It is as if one asked whether the earth would not be the better being perfectly round, or an egg perfectly oval. I say, no; the problem under discussion cannot possibly be better, without the dual move; for, if you remove the latter, you cannot at the same time preserve the complete beauty of the problem. It will no longer be the same; it will lose some of the vigour of plausible attack—some useless element will be introduced into it, or it will be disfigured, in fact—be altogether a different problem.

The line of argument I have followed in regard to this problem, seems to be favourable to the theory advocating dual moves; but if the same line of argument were followed in the case of other problems admitting of dual moves, it would generally be unsuccessful against a conscientious analyst, who might prove that the position, with more work and care, might be so constructed, as to leave out the objectionable dual move, and therefore, improve both the form and the idea; whilst in Loyd's problem (which is an exception) the dual move is an inherent part of it, not to be removed without disfiguring it, or be guilty of violating the elementary rules of construction.

In the matter of dual moves, I am undoubtedly on the side of accuracy; indeed, I think, I border on the "extreme right" of the contemners of dual moves, but there are dual moves and dual moves; and I am of opinion that the one in Loyd's problem detracts nothing whatever, however small, from its merits.

On this problem Mr. Carpenter says, also: The variation is, at the worst, only *semi-erroneous*, inasmuch as there is another form of defence in this same variation that gives a perfect result. This other form (omitted strange to say, in *American Chess Nuts* and also by Mr. Barbier) is King to B 8.

Now, this move of King to B 8 has nothing at all to do with the question at issue. The question at issue is a question of dual play on Black's move of King to Kt 8, and since Mr. Carpenter's move does not admit of dual play, but is in every respect a correct and different move; it is plain it is not relevant. Mr. Carpenter says I have omitted mentioning the move, but it never was my intention to have anything to do with it. I think Mr. Carpenter's argument is not more to the point than if he reproached me with having omitted speaking about the Alabama claims or the Ashantee expedition.

Nor do I think the expression, *semi-erroneous*, as applied to the play, consequent on the move of K to Kt 8, correct. There being only one move admitting of dual play, the question must be limited to that move, and is whether the dual play resulting from it, *is* erroneous or *not* erroneous? Other moves, that are quite correct and different, cannot be made to lend, so to say, any of their correctness to diminish by half or any other fraction, the defect of another move. The move of King to B 8 is, I repeat, a different move, and has no whole, or semi-bearing upon the other whatever.

There is another subject in Mr. Carpenter's letter which I shall touch upon, although it is somewhat a delicate point; I mean the comparison of Loyd's problem with Healey's No. 9. Some on this side of the Atlantic think that it had been better had Mr. Carpenter picked out two problems of Healey's, or two of Loyd's respectively to illustrate his degrees of inaccuracy; also, that the comparison of a single problem of each, bearing upon his system of criticism, is too limited a test, and may lead the general public into making "odious comparisons." They say that the remarks preceding the comparison are liable to misconstruction, and, in conjunction with it, may suggest too ready an application. I do not think, for a moment, that Mr. Carpenter's intention was other than to make general observations relating to his mode of testing the inaccuracy of problems; but, perhaps, on reading over his letter again, Mr. Carpenter might be led to think that he could be misunderstood. I mention this, that Mr. Carpenter may be made aware of it, and also, in justice to the English master, whom we all esteem and admire as a composer, take him all in all, who has no superior, and in terseness of construction, or the embodying of a vigorous idea in a close fitting form, no peer.

Mr. Carpenter will allow me to suggest, that a complete *exposé* of his doctrine on problems in one of the English papers or magazines, with diagrams, would further the cause he advocates, in which he was the pioneer, and has done more than any other.

REVIEW.—HANDBUCH DES SCHACHSPIELS.*

(Continued from page 26.)

The first defence against the new form, 5 Kt to K 5, of the Allgaier (Kieseritzky) Gambit, 5 P to Q 3, contains eleven variations of the inferior continuation, 6 Kt takes Kt P, 6 B to K 2, and only one of the far

* *Handbuch des Schachspiels*, P. R. von Bilguer, Edited by Heydebrand und der Lasa (fifth edition). Leipsig: Veit and Co. London: W. W. Morgan, 67 Barbican.

more important line of play, 6 Kt takes Kt P, 6 P to K B 4, which we think, is not to the purpose. The second defence, 5 Kt to K B 3, deals first with the variation, 6 B to B 4, 6 Q to K 2, 7 P to Q 4, 7 P to Q 3, 8 Kt takes B P (better than 8 B takes P ch), 8 Q takes K P ch, 9 K to B sq (best), which move was invented by Hirschbach in 1864. From the following variations we may mention 6 B to B 4, 6 P to Q 4, 7 P takes P, 7 B to Q 3, 8 P to Q 4, 8 Kt to R 4, 9 B to Kt 5 ch, 9 P to B 3, 10 P takes P, 11 Kt takes P, 11 Kt takes Kt, 12 B takes Kt ch, 12 K to B sq! which is ascribed by the Handbook to Harrwitz; it is, however, one of the most ingenious inventions of Anderssen. The variation 9 Kt to Q B 3 (the first moves being as in the previous variation), 9 Q to K 2, 10 B to Kt 5 ch, 10 P to Q B 3, 11 P takes P, 11 P takes P, 12 Kt to Q 5, 12 Q to K 3, 13 Kt to B 7 ch, 13 B takes Kt, 14 B to B 4, 14 Q to K 2, 15 B takes P ch, first played, we think, by Steinitz, is continued 15 Q takes B, 16 Kt takes Q, 16 K takes Kt with the simple note, that Black has the superior game; White having Queen and a Pawn against a Bishop and two Knights, the editor should bring forward some reasons for his verdict. The third defence, 5 Q to K 2, does not contain anything new. The 51 variations of the fourth defence, 5 P to K R 4, are carefully elaborated, but as in the previous edition, there are few alterations, scarcely to be called improvements. This whole line of play has fallen for many years into disfavour with masters of the game. Paulsen's celebrated invention, 5 B to Kt 2, is given as the fifth defence. Suffice it to say that the editor was acquainted with, and has used all that has been written upon this novelty during the last eleven years by Lange, Neumann, Suhle, Zukertort, and others. The old course, 5 B to K 2, is analysed as the sixth defence; it has more historical than practical value. The seventh and last defence is Neumann's invention, 5 Kt to Q B 3 (*Stratégie* 1869); the editor does not consider it quite satisfactory, and brings forward some objections to it, made at the time of its publication, by Zukertort. We must add that such an important defence as 5 P to Q 4 ought to have been analysed; it is only casually mentioned (page 378).

The next article disposes of the weak and irregular defences on the fourth move of the King's Knight's Gambit (1 P to K 4, 1 P to K 4, 2 P to K B 4, 2 P takes P, 3 Kt to K B 3, 3 P to K Kt 4, 4 B to B 4), as 4 P to K B 3, 4 P to Q B 3, 4 P to Q 3, 4 P to Q 4, 4 B to B 4, 4 Q to K 2, and 4 P to K R 3; as in the previous editions, this is well and elaborately analysed.

The classical defence of the King's Knight's Gambit is the subject of the two next long articles, the first one dealing with Philidor's and Greco's Gambit, the second with the attack without the move 5 P to K R 4. This article is, in all the editions, one of the best parts of the Handbuch. We find, in the fifth edition, many improvements taken out from the *Leipziger* and *Neue Berliner Schachzeitung*, *The Paris Congrès*, &c.

The Salvio Gambit contains many important alterations and improvements, which were first recommended by Zukertort in the *Neue Berliner Schachzeitung* 1868. Among the great number of the old variations, we may mention the following:—5 Kt to K 5, 5 Q to R 5 ch, 6 K to B sq, 6 Kt to K R 3, 7 P to Q 4, 7 P to Q 3 (?), 8 Kt to Q 3, 8 P to B 6, 9 P to K Kt 3, 9 Q to R 6 ch, 10 K to B 2, 10 Q to Kt 7 ch, 11 K to K 3, 11 B to K 2, 12 Kt to K B 4, 12 B to Kt 4, 13 B to B sq, 13 Q takes R, 14 B to Kt 5 ch, 14 P to Q B 3, 15 B takes P ch, 15 Kt takes B, 16 Q takes Q, and although White has Queen against Rook and Bishop, the editor notes this variation as equal; we think some proofs were here needed. In a note, p 437, are mentioned some opening moves of a game between Steinitz and Zukertort from the record of the *Illustrated London News*, 26th October 1872. Had the author taken the game from its first source (WESTMINSTER PAPERS, September 1872), he would have avoided publishing moves which were not played *de facto*. The latter part of the same article treats very carefully of the ingenious invention of the British Chess Nestor, the Cochrane Gambit.

In the variation resulting from the sacrifice of the King's Bishop (4 P to Kt 5, 5 B takes P ch), we find an important improvement after the moves 5 K takes B, 6 Kt to K 5 ch, 6 K to K sq, 7 Q takes P, 7 Kt to K B 3, 8 Q takes B P, *8 B to Q 3*) (the old course was 8 P to Q 3), invented by Zukertort, and published 1868, which the editor recommends as best.

The next long article treats of the bold Muzio Gambit. All the defences are carefully examined; the best, 6 Q to B 3, contains all improvements for defence and attack, brought forward in the last twelve years, by L. Paulsen, Hirschfeld, Neumann, Zukertort and others. The variations are quite up to the standard of the present Chess science. Some new lines of play of the attack, 5 P to Q 4, given by J. Cochrane, and published by Lowenthal (*Land and Water*, 1870 and 1871), are also mentioned at the end of the treatise.

The King's Bishop's Gambit, with its different defences, concludes the treatise on the openings. The defence, 3 P to K B 4 (Lopez-Gianutio), is very much enriched by the analytical studies of the two German *Schachzeitungs*, and we are inclined to claim here the chief merit for Neumann. We pass over a number of inferior defences, which have more historical than practical value, and may look through some variations of the favourite of the present time:—3 P to Q 4, 4 B takes P, 4 Q to R 5 ch, 5 K to B sq. The course, 5 Kt to K 2, 6 Kt to Q B 3, 6 P to K Kt 4, 7 Kt to K B 3, 7 Q to R 4, 8 P to K R 4, 8 P to K R 3, 9 B takes P ch, 9 Q takes B, 10 Kt to K 5, 10 Q to B 3, 11 Q to R 5 ch, 11 K to Q sq, 12 Kt to B 7 ch, 12 K to Q 2, 13 Kt takes R, 13 Q takes Kt, 14 P takes P, is not an invention of the year 1873 (note 15, p 471), but of the year 1870, and was played in the latter year several times, and in 1871 between Anderssen and Zukertort. Black ought to play, on his fifth move, P to Kt 4. The variations intending to destroy Black's game after this move,

and brought forward as serious objections against this whole defence, are but a failure. The editor gives the following course, invented by Sörensen and Nielsen :—5 P to Kt 4, 6 Kt to K B 3, 6 Q to R 4, 7 P to K R 4, 7 P to K R 3 (?), 8 B takes P ch, 8 Q takes B, 9 Kt to K 5, &c., winning the Rook. This combination, very similar to the sound attack in the previous variation, is here premature. The Nordish Chess writers seem to analyse only the attack, not the defence. Black's supposed best seventh move is simply a blunder, likewise 7 P to Kt 5, which is proposed in the second continuation. He ought to play 7 B to Kt 2, and, after 8 K to Kt sq, he proceeds with 8 P to K R 3. We do not think that White will venture 9 P takes P, 9 B to Q 5 ch, should he choose 9 Kt to Q B 3, then the moves 9 P to Kt 5, 10 Kt to K sq, 10 Kt to K 2, 11 P to Q 4 will lead to a well-known position, which practice has proved to be favourable to Black.

A special article is devoted to the commonly-called *classical defence* of the Bishop's Gambit. The treatise contains the same variations as the previous edition, besides some novelties due to Fraser, Neumann, Suhle, &c.

Two minor forms of the Bishop's Gambit, 3 B to K 2 and 3 B to Kt 5, are also analysed. The latter form is an invention of the Leipzig Chess player, R. Schurig, but it is not so young as the editor believes (1872). It was first played, in 1868, against Leipzig players, and, in the spring of 1869, against Zukertort.

A short appendix contains, in its first part, the history of varieties of the game of Chess used or only proposed at different times in the second, a brief instruction of the odds of Pawn and move and Pawn and two moves; the latter seems by no means satisfactory.

The second part of the Handbuch is a treatise on the end game. It was always first-rate, or rather *hors de concours*. We find in this edition many important improvements, as Von Guretzky Cornitz's studies on the ending of Queen against Rook and Pawn; novelties on the ending of Rook and Pawn against Bishop, due to the same nobleman, Centurini and Lequesne. Kling and Horwitz are represented by new curiosities. *Oestreichische Schachzeitung and Dubuque Journal* also contribute some enigmas.

The last pages of the Handbuch, "rectifications and additions," are not the least interesting. The editor gives the game by correspondence, Vienna-London, with the note, "Black has maintained the superiority of a Pawn, but the defence was wearisome, and not easy." The new (compromittirte) defence of the Evans Gambit is enriched by some variations, which, however, will not be new to the readers of the WESTMINSTER PAPERS (Forty years in the Life of a Favourite). A new move is recorded in a variation of the Allgaier Gambit, 1 P to K 4, 1 P to K 4, 2 P to K B 4, 2 P takes P, 3 Kt to K B 3, 3 P to K Kt 4, 4 P to K R 4, 4 P to Kt 5, 5 Kt to K 5, 5 Kt to K B 3, 6 B to B 4, 6 P to Q 4, 7 P takes P, 7 B to Q 3, 8 P to Q 4, 8 Kt to R 4, 9 Castles, 9 *P to K B 3*, played by Steinitz against Pitschel in the Vienna Tournament.

In conclusion, we feel constrained to refer to a very weak point. The editor gives as examples of each opening games of his selection. These consist in great part of old specimens. There are only eight games played in the last twelve years, four of them by Anderssen, the other four by nobodys.

SOLUTIONS OF PROBLEMS.

MAY NUMBER.

No. 416.

WHITE.	BLACK.
1 K to Kt sq	1 P to B 7 ch
2 K to B sq	2 Kt to B 4
3 Kt to K 7	3 Aught
4 Mates	

JUNE NUMBER.

No. 426.

WHITE.	BLACK.
1 Q to Q R 4	1 R takes Kt
2 B to Q B 3	2 Aught
3 Mates	

If, for its first move, Black plays the R anywhere else, the White Bishop moves accordingly, to cover its King from check.

No. 427.

1 Q to Q R 7 — 1 B takes Q
2 Kt to K B 5 — 2 Aught
3 Kt or B mates

No. 428.

1 R to K 8 — 1 P takes Kt
2 R takes P — 2 K moves
3 R to Q Kt 7 dis [ch and mates

If 1 K takes Kt, 2 B checks and other B mates.

No. 429.
See Problems Reviewed.

No. 430.

1 Q to Q 3 — 1 Aught
2 Mates accordingly

No. 431.

1 Kt to B 6 — 1 K to R 5 (a)
2 R takes Kt P ch — 2 P takes R
3 Kt to Q R 5 dis ch and mates

a

1 R takes Kt
2 R takes P ch — 2 R takes R
3 Kt mates

No. 432.

1 P to Q Kt 3 — 1 R to B 5 (a)
2 Q to Q 7 ch — 2 K to K 5
3 Kt mates

a

1 Kt to K 6
2 Q to Q 7 ch — 3 K moves
3 P mates

No. 433.

1 Kt to Kt 2 ch — 1 P takes Kt
2 Q to K 4 ch — 2 K moves
3 Mates

if

1 K to R 4
2 Q to K Kt sq — 2 Aught
3 Mates.

No. 434.

1 B to K B 6 — 1 R takes B best
2 Kt from K R 5 [to K Kt 7 — 2 R takes Kt
3 Q takes P ch — 3 K moves
4 Kt mates

if

2 R to Q B 2
3 Q to Q 4 ch — 3 K moves
4 Kt mates

if

2 P to K 6
3 Q to Q B 5 ch — 3 K moves
4 Kt mates

No. 435.

1 B to Q 6 — 1 Kt to Q B 3 (a)
2 Q to Q B 5 — 2 B takes B
3 Q takes P ch — 3 Kt covers
4 Q takes R mate

a

1 B to Q B 3
2 Q takes B — 2 Kt to Q 6
3 Q to B 8 ch — 3 R to K 3
4 B takes Kt mate

No. 436.

1 B to B 8 — 1 Q takes Kt P
2 Kt to K B 5 — 2 Kt takes Kt
3 Q to Q B 3 — 3 Any
4 Q or B mates

if

1 Kt takes P at B 2
2 Q to K 5 ch — 2 B takes Q
3 B takes P ch — 3 K moves
4 Kt mates

No. 437.

1 B to Q R 7 — 1 P to Q 4
2 B to B 4 — 2 K takes B
3 B to B 6 ch — 3 P interposes
4 Kt to Q 3 — 4 P takes Kt
5 P mates

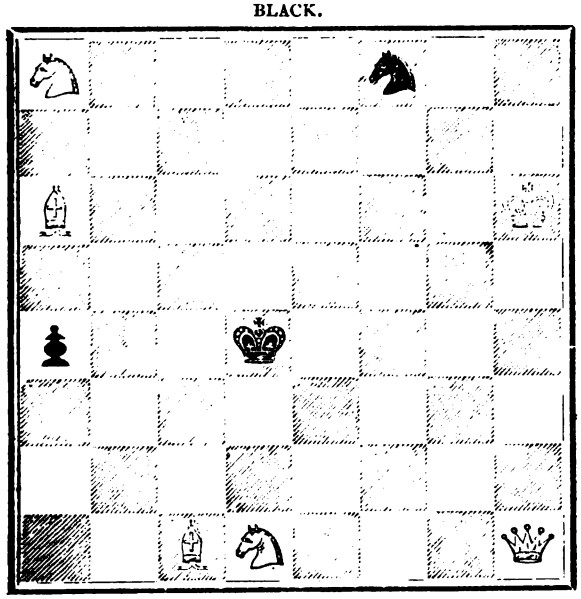
No. 438.

1 P checks
2 B to B 6 ch — All Black's
3 Kt to Q 8 — moves are
4 B to Kt 7 ch — forced.
5 P takes K dis [ch and mates

PROBLEMS.

PROBLEM No. 439.—By R. W. JOHNSON.

BLACK.

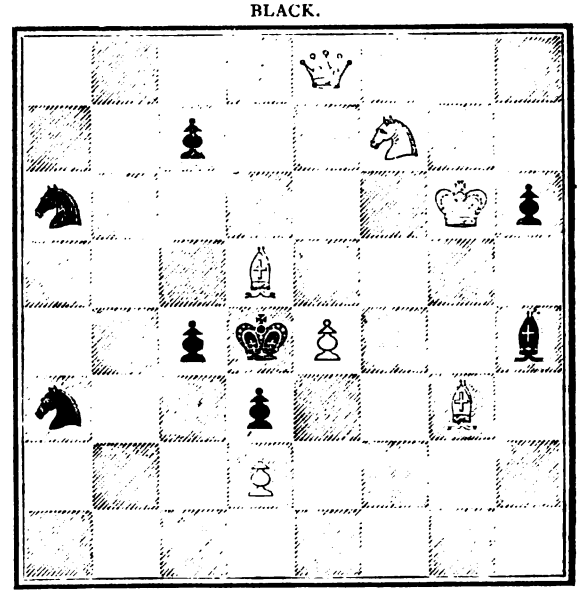


WHITE.

White to play and mate in three moves.

PROBLEM No. 440.—By A. CYRIL PEARSON.

BLACK.

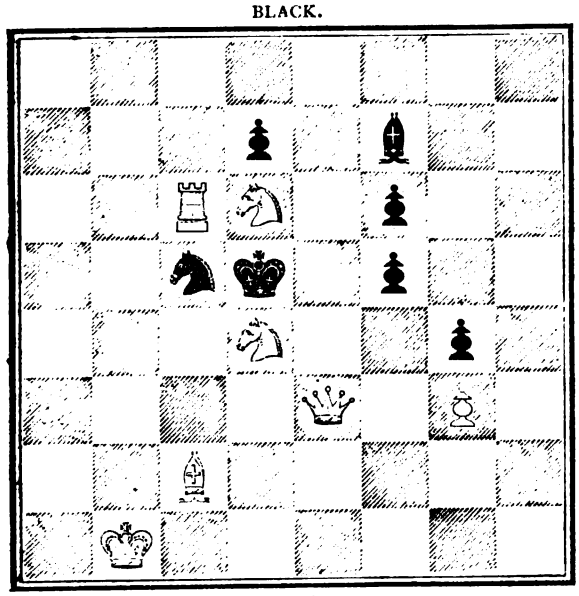


WHITE.

White to play and mate in three moves.

PROBLEM No. 441.—By J. W. ABBOTT.

BLACK.

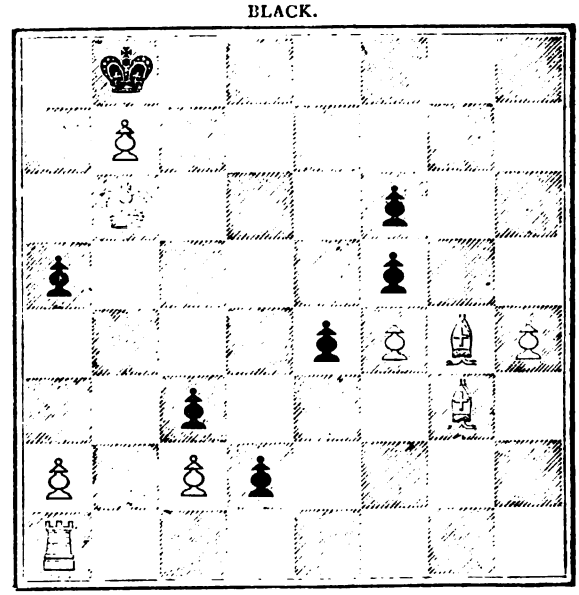


WHITE.

White to play and mate in four moves.

No. 442.—By J. SCOTT.

BLACK.



WHITE.

White to play and mate in four moves.

PROBLEMS.

THE BRITISH CHESS ASSOCIATION TOURNEY.

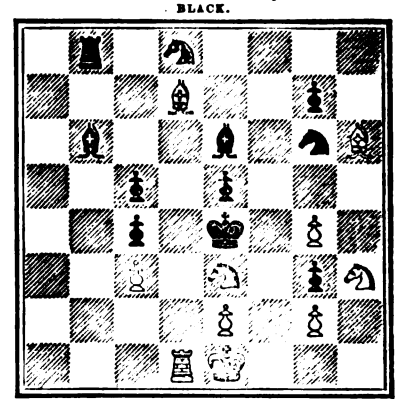
No. 443.— First Prize.
"Look after the Cáby."
BLACK.

WHITE.
White to play and mate in two moves.

No. 444.—First Prize.
"Look after the Cáby."
BLACK.

WHITE.
White to play and mate in three moves.

No. 445.—First Prize.
"Look after the Cáby."
BLACK.

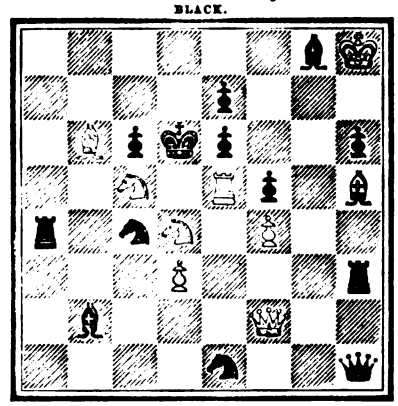


WHITE.
White to play and mate in three moves.

No. 446.—First Prize.
"Look after the Cáby."
BLACK.

WHITE.
White to play and mate in four moves.

No. 447.—First Prize.
"Look after the Cáby."
BLACK.

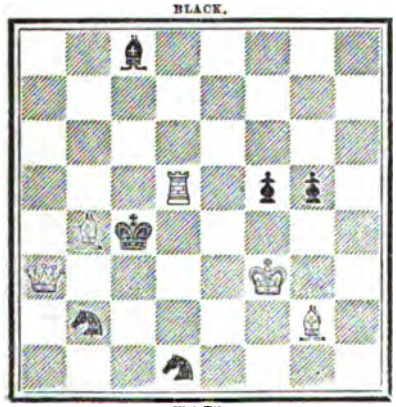


WHITE.
White to play and mate in five moves.

No. 449.—Second Prize.
"Ultima Thule."
BLACK.

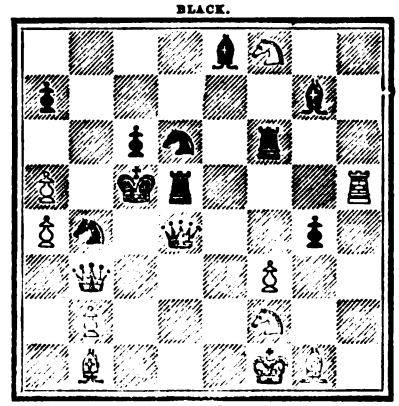
WHITE.
White to play and mate in two moves.

No. 449.—Second Prize.
"Ultima Thule."
BLACK.



WHITE.
White to play and mate in three moves.

No. 450.—Second Prize.
"Ultima Thule."
BLACK.



WHITE.
White to play and mate in three moves.

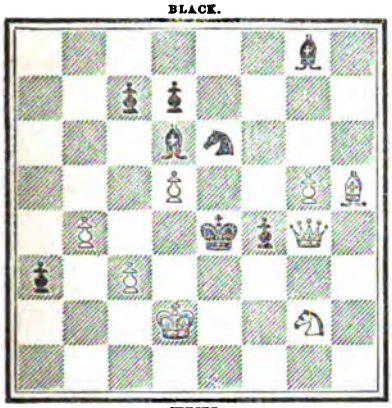
No. 451.—Second Prize.
"Ultima Thule."
BLACK.

WHITE.
White to play and mate in four moves.

PROBLEMS.

THE BRITISH CHESS ASSOCIATION TOURNEY.

No. 453.—Second Prize.
"Ultima Thule."
BLACK.

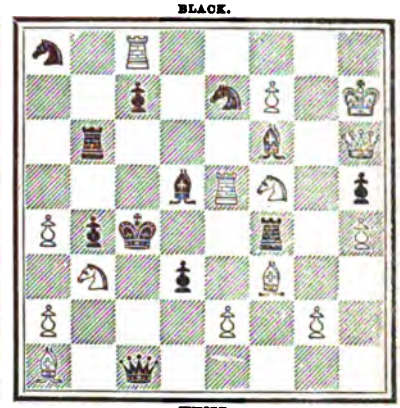


WHITE.
White to play and mate in four moves.

No. 453.—Third Prize. *
"Hoc ardua vincere docet."
BLACK.

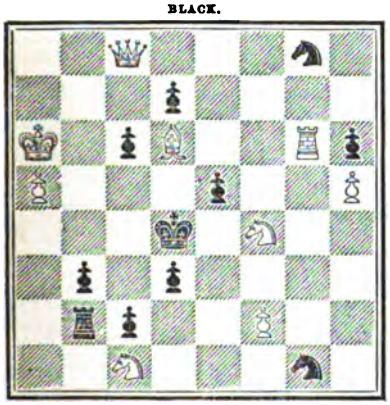
WHITE.
White to play and mate in three moves.

No. 454.—Third Prize.
"Hoc ardua vincere docet."
BLACK.



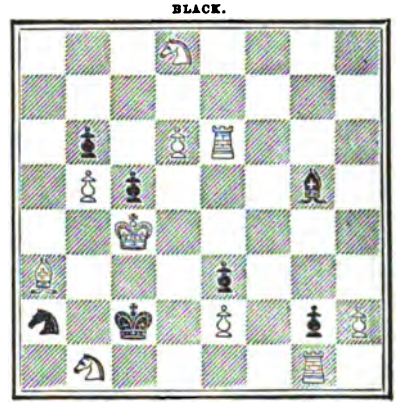
WHITE.
White to play and mate in three moves.

No. 455.—Third Prize.
"Hoc ardua vincere docet."
BLACK.



WHITE.
White to play and mate in four moves.

No. 456.—Third Prize.
"Hoc ardua vincere docet."
BLACK.



WHITE.
White to play and mate in four moves.

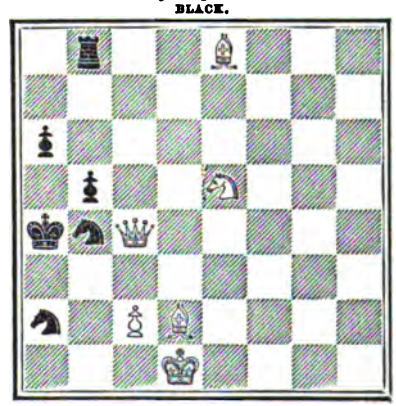
No. 457.—Fourth Prize.
"Why so, prithee?"
BLACK.

WHITE.
White to play and mate in two moves.

No. 458.—Fourth Prize.
"Why so, prithee?"
BLACK.

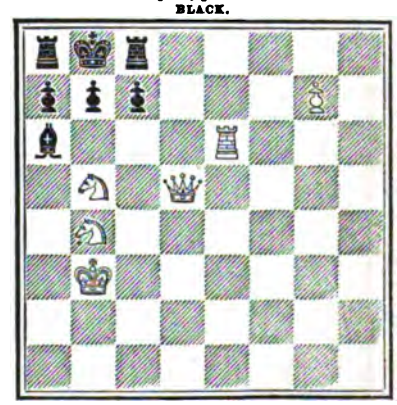
WHITE.
White to play and mate in three moves.

No. 459.—Fourth Prize.
"Why so, prithee?"
BLACK.



WHITE.
White to play and mate in three moves.

No. 460.—Fourth Prize.
"Why so, prithee?"
BLACK.



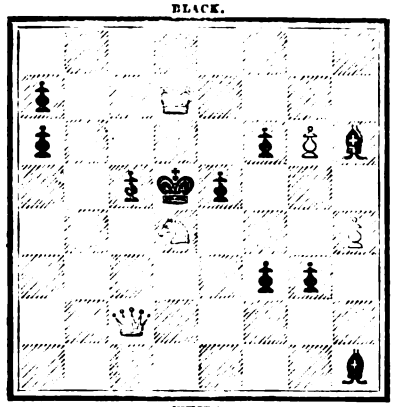
WHITE.
White to play and mate in three moves.

* The two mover of this set was published in our issue for June 1873, No. 277.

PROBLEMS.

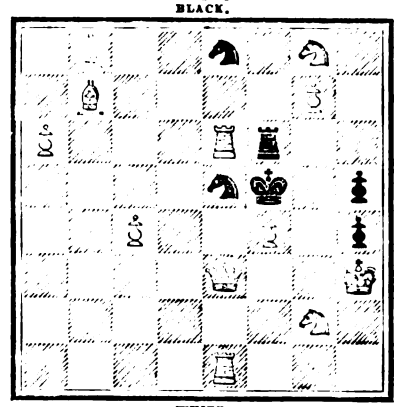
THE BRITISH CHESS ASSOCIATION TOURNEY.

No. 461.— Fourth Prize.
"Why so, prithee?"
BLACK.



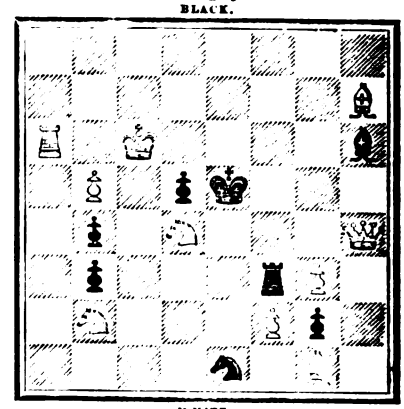
WHITE.
White to play and mate in four moves.

No. 462.—Fifth Prize.
"The best laid schemes of mice and men gang aft a-gley."
BLACK.



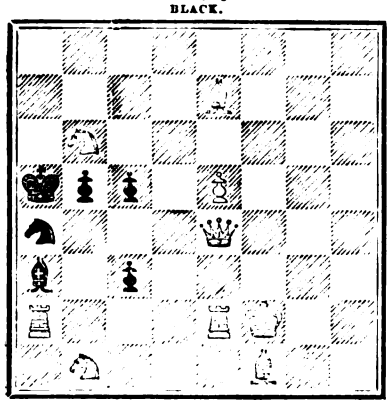
WHITE.
White to play and mate in two moves.

No. 463.—Fifth Prize.
"The best laid schemes of mice and men gang aft a gley.
BLACK.



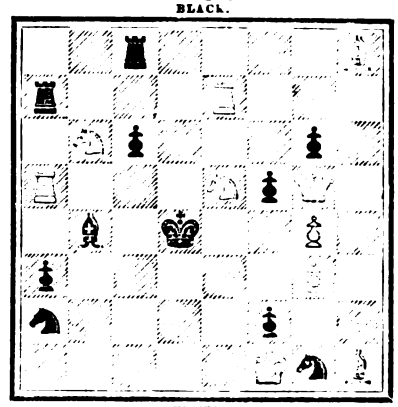
WHITE.
White to play and mate in three moves.

No. 464.—Fifth Prize.
"The best laid schemes of mice and men gang aft a-gley.
BLACK.



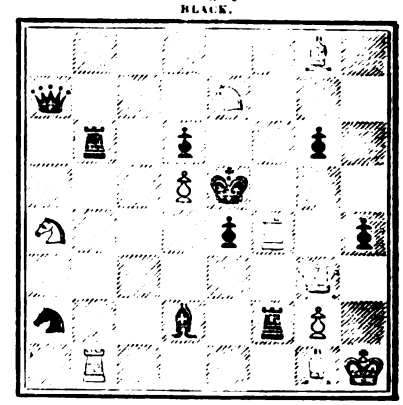
WHITE.
White to play and mate in three moves.

No. 465.—Fifth Prize.
"The best laid schemes of mice and men gang aft a-gley.
BLACK.



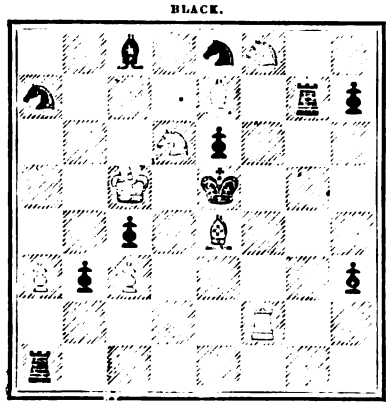
WHITE.
White to play and mate in three moves.

No. 466.—Fifth Prize.
"The best laid schemes of mice and men gang aft a-gley.
BLACK.



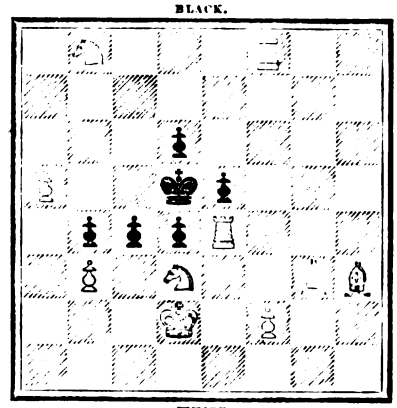
WHITE.
White to play and mate in three moves.

No. 467.—Sixth Prize.
"All's well that ends well."
BLACK.



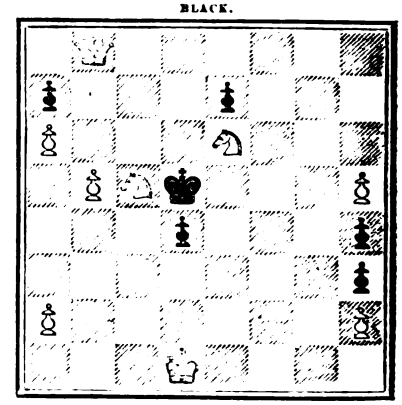
WHITE.
White to play and mate in two moves.

No. 468.—Sixth Prize
"All's well that ends well."
BLACK.



WHITE.
White to play and mate in three moves.

No. 469.—Sixth Prize.
"All's well that ends well."
BLACK.

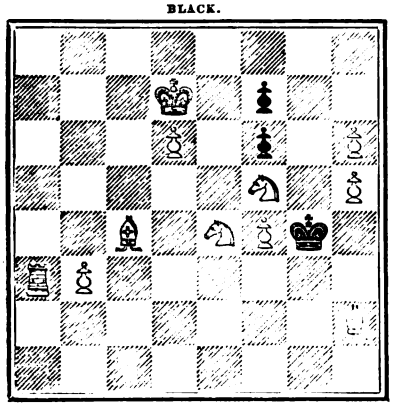


WHITE.
White to play and mate in three moves.

PROBLEMS.

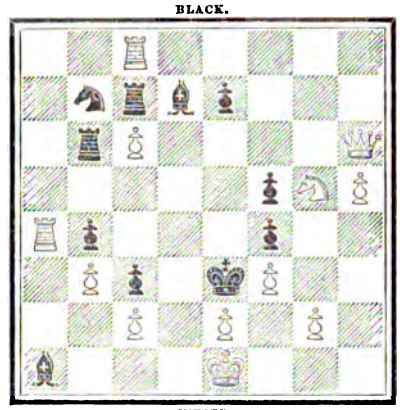
THE BRITISH CHESS ASSOCIATION TOURNEY.

No. 470.—Sixth Prize.
"All's well that ends well."
BLACK.



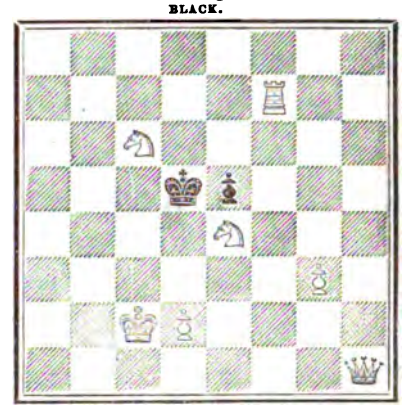
WHITE.
White to play and mate in four moves.

No. 471.—Sixth Prize.
"All's well that ends well."
BLACK.



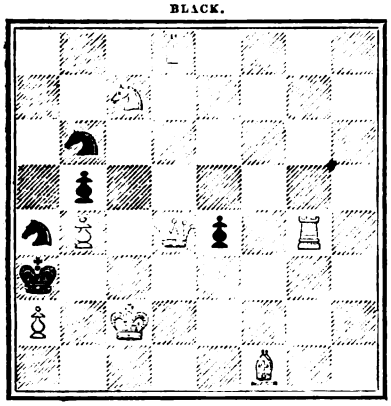
WHITE.
White to play and mate in five moves.

No. 472.—Eighth Prize.
"Ludimus Effigiem Belli."
BLACK.



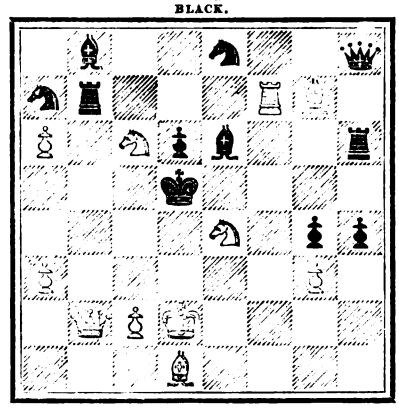
WHITE.
White to play and mate in two moves.

No. 473.—Eighth Prize.
"Ludimus Effigiem Belli."
BLACK.



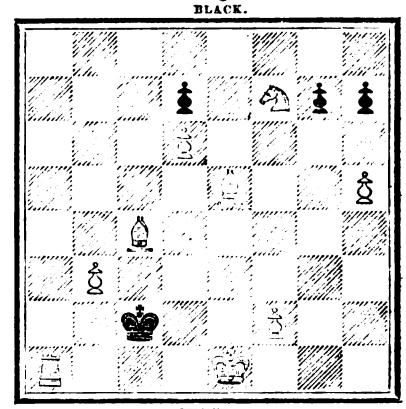
WHITE.
White to play and mate in three moves.

No. 474.—Eighth Prize.
"Ludimus Effigiem Belli."
BLACK.



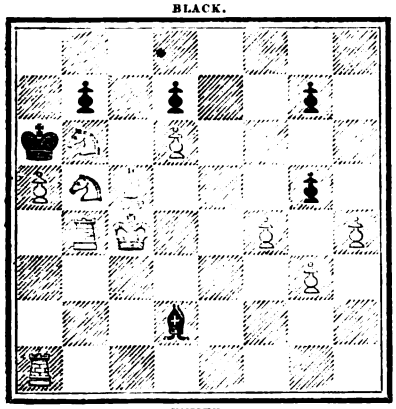
WHITE.
White to play and mate in three moves.

No. 475.—Eighth Prize.
"Ludimus Effigiem Belli."
BLACK.



WHITE.
White to play and mate in three mover.

No. 476.—Eighth Prize.
"Ludimus Effigiem Belli."
BLACK.

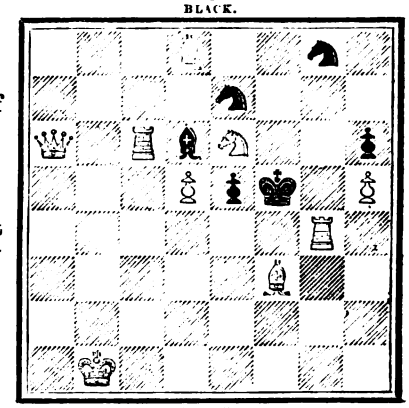


WHITE.
White to play and mate in four moves.

The seventh prize set "Auf Wiedersehen," will be found at pp. 31 and 51 of Vol. 6.

The ninth prize set does not possess sufficient merit to justify our publishing it.

No. 477.—Special Prize for best two mover.
"Imagine."
BLACK.

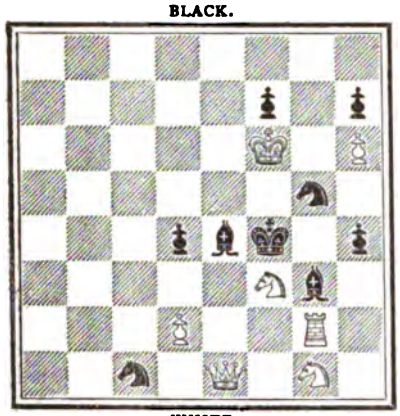


WHITE.
White to play and mate in two moves.

PROBLEMS.

No. 478.—By D. Clarke, Barnaul.

BLACK.

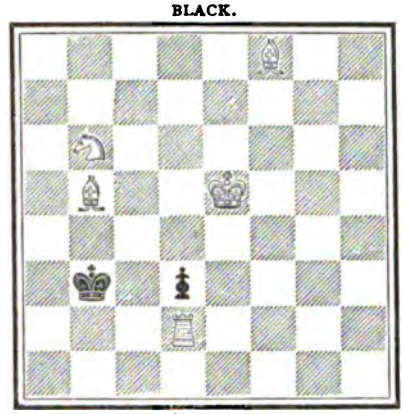


WHITE.

White to play and mate in two moves.

No 479.—By R. Ormond.

BLACK.



WHITE.

White to play and mate in three moves.

No. 480.—By P. D. Phillips, Victoria.

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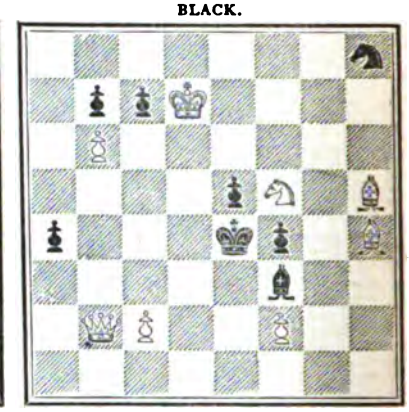

WHITE.

White to play and mate in three moves.

No. 481.—By F. W. Lord.

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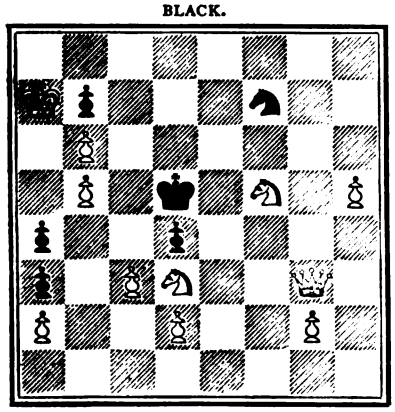

WHITE.

White to play and mate in three moves.

No. 482.—By A. Townsend, Newport (Mon.)

BLACK.

WHITE.

White to play and mate in three moves.

No. 483.—By Wm. Coates.

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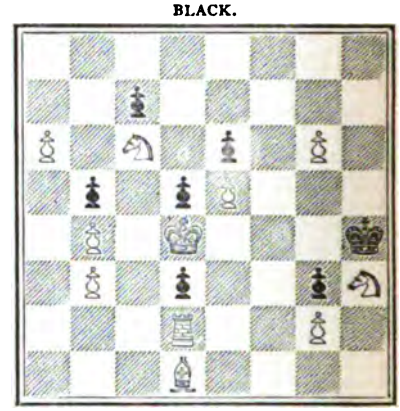

WHITE.

White to play and mate in four moves.

No. 484.—By V. N. Portilla, of Mexico.

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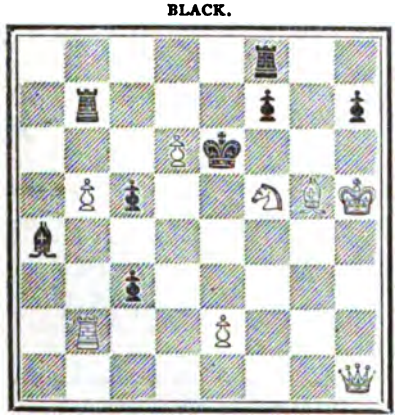

WHITE.

White to play and mate in four moves.

No. 485.—By H. J. C. Andrews.

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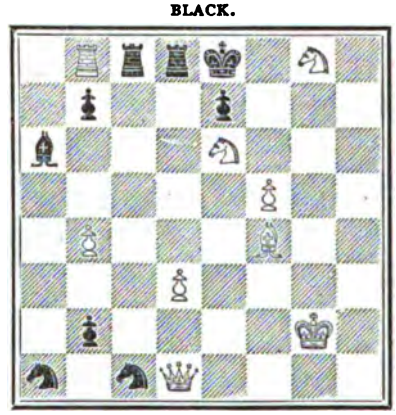

WHITE.

White to play and mate in six moves.

No. 486.—By E. A. Schmidt.

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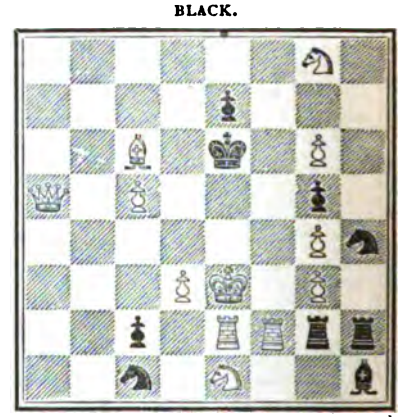


WHITE.

White to play, and compel self mate in six moves.

GAMES.

Noted by J. H. ZUKERTORT *and* JOHN WISKER.

GAME 262.

French Opening.
"Wing Gambit" Variation.
Remove White's K Kt.

White. Mr. Hoffer.	Black. Mr.
1 P to K 4	1 P to K 3
2 P to K B 4	2 P to Q 4
3 P to K 5	3 P to Q B 4
4 P to Q Kt 4	4 P takes P
5 P to Q R 3 (a)	5 P takes P
6 P to Q B 3	6 Kt to R 3
7 P to Q 4	7 Kt to B 4 (b)
8 P to Kt 3	8 P to R 4
9 B to Q 3	9 P to R 5
10 P to Kt 4	10 Kt to K 2
11 P to Kt 5	11 P to R 6 (c)
12 Kt takes P	12 K Kt to Q B 3
13 Kt to Kt 5	13 P to R 3
14 Castles	14 Kt to R 4
15 Kt to Q 6 ch	15 B takes Kt
16 P takes B	16 Kt to B 5 (d)
17 P to B 5 (A)	17 Q takes Q P
18 P to Kt 6	18 P to B 3
19 P takes P	19 B takes P
20 B to B 4	20 Q to Q 2
21 R to K sq	21 Kt to B 3 (e)
22 B to B 5	22 Kt to Q sq
23 Q to Kt 4	23 Kt to K 4
24 P takes Kt	24 B takes B
25 P takes P dis ch	25 K to B sq
26 Q takes B	26 Q takes Q (B)
27 B to Q 6 ch	27 K to Kt sq
28 R to K 8 ch	Mate.

(a) This mode of conducting the opening is unsound, but much more lively than the more usual variations. But if the game be properly conducted by the second player, the unmoved Q R P generally tells a terrible tale at the finish.

(b) Premature. Black should play 7 Q Kt to B 3, then B to K 2, and afterwards P to K B 4. These moves cannot be prevented, and they give the second player a perfectly secure game, with a Pawn plus.

(c) Both parties seem equally indifferent on the subject of bringing their pieces into play.

(d) Of sixteen moves, six have been made by this Knight and nine by Pawns.

(e) If Black Castle, the answer is Q to R 5.

(A) White conducts the first part of the game in a very eccentric style; the latter part is a fine specimen of an odds game.

(B) If—	26 Q to B 3
27 P takes P ch	27 K takes P
28 R to K 7 ch	28 K to Kt sq
29 Q R to K sq	

GAME 263.

Played at St. Petersburg, in 1862, between MM. Kolisch and Schumoff.
Evans' Gambit.

White. M. Kolisch.	Black. M. Schumoff.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to Q B 3	5 B to B 4
6 Castles	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 P to Q 5	9 Q to B 3 (a)
10 P takes Kt	10 Q takes R
11 Q to Kt 3	11 Q to B 3 (b)
12 P to K 5	12 P takes K P
13 R to K sq	13 P takes P
14 B to K Kt 5 (c)	14 Q to Q 3
15 Kt takes P	15 B to K 3
16 Kt takes K B P	16 K takes Kt
17 R takes B	17 B takes P ch (d)
18 K takes B	18 Q to Q 5 ch
19 K to B sq	19 K to B sq (e)
20 Q to Q R 3 ch	20 P to B 4
21 Q to K B 3 ch	21 Kt to B 3
22 Q takes R ch	22 K to B 2
23 B takes Kt double ch, and wins.	

(a) The question whether this move can be advantageously played by Black has been raised recently by several amateurs. The present game is one step towards demonstrating that it cannot.

(b) He must, of course. White might, at move 11, have taken K B P with B ch, but the play actually chosen is equally good.

(c) Though Black is the exchange and Pawn ahead, his position is now hopeless.

(d) There is nothing to be done. Black sacrifices this Bishop in order to save his Queen from the effects of the deadly-discovered check.

(e) Losing a clear Rook; yet he had no better move.

GAME 264.

Between Mr. Cochrane and the Brahmin, Moheschunder.
Petroff's Defence.

White. Mr. Cochrane.	Black. Moheschunder.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Kt to K B 3
3 Kt takes P	3 P to Q 3
4 Kt takes P (a)	4 K takes Kt
5 B to B 4 ch	5 B to K 3
6 B takes B ch	6 K takes B
7 Castles	7 P to K Kt 3 (b)
8 P to Q 4	8 B to Kt 2
9 P to Q B 4	9 Q to K B sq (c)
10 P to K 5	10 P takes P
11 P takes P	11 K Kt to Q 2
12 Q to Q 5 ch	12 K to K 2
13 B to K 5 ch	13 K to K sq
14 Q to K 6 ch, and mates next move.	

(a) A favourite and characteristic attack of Mr. Cochrane. It is not sound, but requires very careful answering.

(b) Here the Brahmin should have moved K to Q 2, and then have brought out his pieces on the Queen side, or he might have proceeded with B to K 2, K to B 2, and R to K B sq. White's game is yet so undeveloped that no opposition could have been offered to these moves.

(c) As inexplicable as it is ruinous. The game is lost at once.

GAME 265.

Played at the St. George's Chess Club, on the 5th of July 1872.
Fianchetto Opening.

White. Rev. J. Owen.	Black. Mr. Zukertort.
1 P to Q Kt 3	1 P to K 3 (a)
2 B to Kt 2	2 Kt to K B 3
3 P to K 3	3 B to K 2
4 Kt to K B 3	4 P to Q Kt 3
5 B to K 2	5 B to Q Kt 2
6 P to Q B 4	6 P to Q B 4
7 Castles	7 Kt to Q B 3
8 P to Q 4	8 Castles (b)
9 P to Q 5	9 Kt to Q Kt 5
10 P to Q 6	10 B takes P
11 Q takes B	11 Kt to B 7 (c)
12 Kt to Q B 3	12 Kt takes R
13 B takes Kt	13 R to Q B sq
14 Kt to K 5	14 P to Q R 3
15 B to Q sq	15 B to B 3
16 P to B 3 (d)	16 Q to B 2
17 Kt takes B	17 Q takes Kt
18 P to K 4 (e)	18 K R to Q sq
19 P to K 5	19 Kt to K sq
20 Q takes Q	20 R takes Q
21 Kt to K 4	21 P to Q 4 (f)
22 P takes P *en pass.*	22 Kt takes P
23 B to K 5	23 Kt to Kt 2
24 R takes R ch	24 Kt takes R
25 B to Q 3	25 P to K B 3
26 B to Q B 3 (g)	26 K to B 2
27 Kt to K Kt 3 (h)	27 B to Q 3
28 B to Q B 2	28 Kt to Q B 3
29 P to K B 4	29 P to K B 4
30 Kt to K 3	30 R to Q 3
31 Kt to K B 4	31 P to K Kt 3
32 Kt to K R 3	32 P to K R 3
33 Kt to K B 4 (i)	33 Kt to Q 5
34 B to Q 3 (k)	34 P to K Kt 4
35 P takes P	35 P takes P
36 Kt to K R 3	36 Kt takes P ch
37 P takes Kt	37 R takes B
38 B to K sq (l) (A)	38 P to K Kt 5
39 Kt to K Kt 5 ch	39 K to Kt 3
40 P to K B 4 (B)	40 P to K 4
41 Kt to K 6	41 K to B 3
42 Kt to Q B 7	42 P takes P
43 Kt to Q 5 ch	43 R takes Kt (m)
44 P takes R	44 K to K 4
45 B to Q 2	45 P to B 6
46 K to B 2	46 K takes P
47 K to K 3	47 P to B 5 ch
48 K to Q 3 (n)	48 K to K 4
49 P to Q R 4	49 P to Q Kt 4
50 B to Q B 3 ch	50 K to B 4
51 P takes P	51 P takes P
52 K to Q 2	52 K to K 5 (o)
53 K to K sq	53 P to K Kt 6
54 K to B sq	54 P to Q Kt 5
55 B to Q 2	55 P to Q B 5
56 P takes P	56 P to Q Kt 6
57 B to B 3	57 K to Q 6
58 B to K 5 (p)	58 K takes P
59 K to K sq	59 K to Q 6
60 B to Kt 2	60 P to B 7 ch
61 K to B sq	61 K to K 6
62 B to B sq ch	62 K to B 6
Resigns.	

(a) This is a good move, in reply to the Fianchetto, when played by the first player. 1 P to K 4 is open to the objection that the centre Pawns are difficult to support.

(b) Losing a piece at once. 8 P to Q 4 would have given Black a perfectly even game.

(c) From this point, to the end, the game is exceedingly entertaining. Though inferior in force Black slowly retrieves an apparently hopeless game.

(d) This weak move gives Black his first opportunity. 16 B to K B 3 would have kept up the pressure.

(e) Another chance for Black: 18 Q to K 5, threatening R to Q 6 and Kt to K 4 would have won speedily. If, in reply to 18 Q to K 5, Black plays 18 Kt to K sq then:—

19 Kt to K 4	19 P to K B 3
20 Q to K Kt 3	20 K to R sq
21 B to Q 3	
With a fine attack.	

(f) White seems to have overlooked this play entirely.

(g) This Bishop ought to retire to K Kt 2 in order to prevent the hostile Rook from coming into action.

(h) Much better to have brought up the King.

(i) All these moves of the Knight have resulted in absolutely nothing but the advancement of the adversary's game.

(k) 34 B to Q sq is the proper play, the move made results in the loss of a Pawn.

(l) All these disasters would have been avoided had the King been brought into the game at an earlier stage.

(m) The surest and simplest way of winning. With four Pawns against a piece, Black's progress is attended with no difficulty whatever.

(n) Had he taken the Pawn the K B P would of course have marched to Queen.

(o) In positions like this the Pawns always win. Whilst the unhappy Bishop is hunting the Pawns on one side, those on the other march to Queen.

(p) Had he gone forward with his Pawn Black would have taken the Bishop, and then Queened his Pawn, mating.

(A) If 38 Kt takes P ch, Black wins a piece by 38 K to Kt 3.

(B) If 40 Kt takes P, Black replies 40 R to K 6. If 40 B to R 4, Black wins by 40 K to R 4.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 185.

Played at the Westminster Chess Club.

Score 3 all.

Z turns up H Q.

Bianchi. A.	Steele. X.	F. H. Lewis. B.	Child. Z.
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			

HAND No. 186.

A's HAND.—C Q, 10, 9, 8, 3; H Kg, Kv, 7; S A, Q, 5; D A, Q.

Score 3 all.

Z turns up D Kg.

Lawley. A.	C. Mossop. X.	R. B.	Solomon. Z.
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			

HAND No. 187.

Played at the Westminster Chess Club.

Score 4 all.

Z turns up C Kv.

Robertson. A.	F. H. Lewis. X.	Onslow. B.	Joshua. Z.
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			

HAND 185.

NOTES.—Trick 3. B, knowing his partner has led from 5, commences a signal. Trick 5. X ought to have known the whole Spade suit was against him; by playing trump, after a signal, he rather informs Z that he, X, has Spade Queen. Not to stop his partner's suit, B discards the 10. Trick 10. The discard of the 10 leaves Z in doubt whether B has another Spade to give A, but we should have preferred here the Diamond lead. The result, however, would have been the same, as B would have won with Diamond Aec, and then led Spade 6.

HAND 186.

NOTES.—We had intended giving this as a problem, which we should have thus stated. Given the correct original lead, how could A and B lose 2 by cards? A and B have solved the problem, and we will not poach on Mr. F. H. Lewis's preserves. Trick 2. B leads our old friend, the singleton, in preference to returning his partner's lead. Z, having 6 of the suit, plays Ace. Trick 3. Not suspecting the lead of the singleton, B does not finesse. Trick 4. A has his reward; he makes his trumps. Trick 5. Being weak originally, and being weaker now, B plays a strong game, and leads trumps before he or his partner have established their suits, and knowing that the Heart Queen, and probably several more Hearts are in Z's hand. Trick 6. X leads trump to let in Z's Hearts. He has them all, and X gets rid of his 3 losing Spades, and thus wins the rubber.

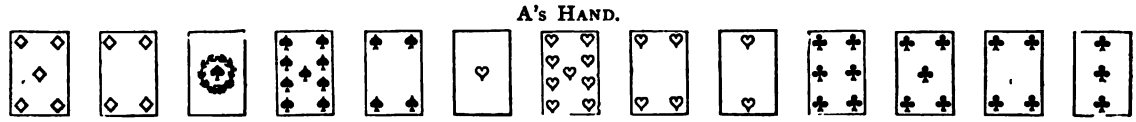
HAND 187.

NOTES.—Trick 9. The point of the game lies in X not trumping. It is clear that C 10 is with A. It cannot be with B, or he would have taken C 7, and Z cannot have C 10, Kn, Q, or he would have led C Q. If X trump, he must lead S K, and then either Spade or D, in either of which events Z must put an honour to keep C 10 from winning. If C 6 is with Z, then, as he must have two honours to win the game, he secures the odd trick, but if the 6 is with A, as in fact it was, B, by not over trumping the 5, would have secured the trick and game.

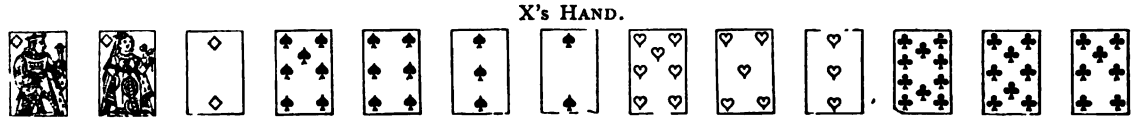
No. 93.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. LEWIS.

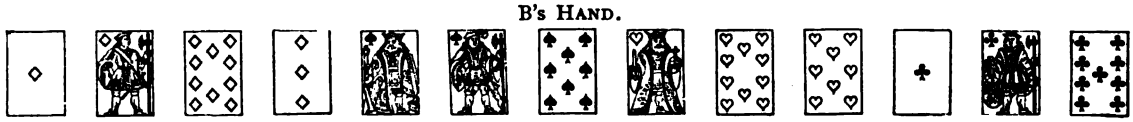
A's HAND.



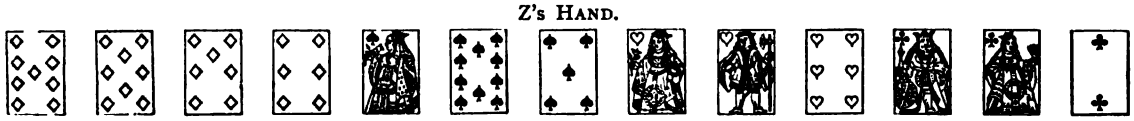
X's HAND.



B's HAND.



Z's HAND.



A to lead, and A and B to make four by cards. Diamonds trumps.

SOLUTION TO MR. F. H. LEWIS'S DOUBLE DUMMY PROBLEM, No. 92.

1. A leads Diamond Queen; X passes it; won by A.
2. A leads Diamond Knave; X passes it; won by A.
3. A leads Club Ace; won by A.
4. A leads Club 3; Z covers B's 10 with Kg; won by Z.
5. Z leads Heart Kv; A passes it; won by Z.
6. Z leads a Spade; A puts on the Kg; won by A.
7. A leads Club Qn; X discards Diamond 4; won by A.
8. A leads Club Kv; X discards Diamond 9; B's discards are indifferent so long as he retains the Diamond Ace; won by A.
9. A leads a Heart, which *must* be won by X's King or Ace; won by X.
10. X leads winning Heart; won by X.
11. If X leads Diamond Kg, A discards the Spade 10, } won
12. B winning with Diamond Ace, and then A's Spade } by
13. Ace and his long Club 8 win the two last tricks; } A

or,

11. If, at this trick, X leads a Spade, A and B make } won by
12. two Spades between them, and A's long trump } A and
13. wins the last trick. } B

NOTES.

If, at trick 1, X covers the Qn with the Kg. then B must win with the Diamond Ace, and the play can be made the same as before, by B's returning the Diamond 7. If, at trick two, X puts on the Diamond Kg, which B wins, then B leads Diamond 10, to which A discards the Spade 10, and B then leads Club 10, and it is now clear that X and Z can make only three Hearts and the Club Kg between them. A and B thus, in any event, make the game, by scoring two by honours and three by cards. The great feature of the play in the above solution, as fully set out, consists in A's refusal, at trick 5, to cover the Heart Kv with the Qn.

SOLUTIONS by E. J. (Gordon Square), E. N. F., J. R. T. T. R. H., Brighton Club, and Fairfax—right. D. D. (Ealing), You must make X and Z play better. All others wrong.

WHIST JOTTINGS—GENIUS—THE DISCARD.

It it is said that a young barrister always expects to become Lord Chancellor. Ambition may bring about the desired result. The Chancellorship does not fall to the lot of any one who does not try for it, and few in this life excel by accident alone. It may be that when a man begins to play Whist he hopes to attain the proficiency of Deschapelles, and to attain that end qualifications of a very high order are necessary. Whist players have been indulged, *ad nauseam*, with the number of high qualities they possess. Yet how few there are who exhibit any kind of genius, and even in those cases where the players possess genius, how they fritter away their advantages. Genius is the grandest gift of man, and yet how often is the genius left behind in the race, whilst the man of more moderate powers keeps plodding on to the front. We have never met but two Whist geniuses, and we guess one of these has lost more rubbers than any man alive. The player who is always playing for pretty things at Whist is certain to come to grief. We cannot all have genius, but we can all have attention: at least, if we cannot attend to the hand, and concentrate our thoughts for five minutes on the play, it is tolerably certain that such an one can never be a Whist player. Yet there are few amongst us who realize the fact that, to attend conscientiously to the business before us requires an effort; and nine players out of ten never try their powers. Men, as a rule, seem to play as if they were in a dream; they never grasp the subject so as to be the master of the situation when the opportunity offers; they do not strike when the iron is hot; or, if they strike, they do so with such feeble strokes that no spark is emitted, and their puny efforts are as nought. The energetic player succeds at Whist, without much knowledge of the subject, where the weaker player, with more knowledge, so often fails. We do not advocate a very dashing game, although we believe a little more dash would often succeed. There are some who are always playing a desperate game when there is no occasion for so doing, but the players generally are too fond of retaining their trumps. They rely on the call, and they consider the fact that you have not called sufficient justification for not leading trump, and this is the cause, we believe, of the unjustifiable calls we so frequently see. We have seen men call without a trump, and they say, "Well, if I did not, I know my partner would never lead trumps." But players should remember that the existence of the signal in no way does away with their responsibility, or their judgment, in leading trumps. Each player must decide for himself the time and opportunity for leading trumps, and if he does not know when to lead trump then he knows nothing of Whist. It is often a difficult question to decide, but difficulties should not prevent a man from attempting to solve the problem. It is rank cowardice to get out of the difficulty by shirking it altogether, and the reliance on that weak and unhealthy reed, the Blue Peter, is destroying the independent judgment that is essential for decent Whist play. There seems a want of courage—a moral cowardice about our Whist players—that we cannot explain by any other theory.

Then, again, how unobservant do men play. Take the case of the discard. The first discard is probably the key to the game. A, the strong player, is leading out trumps, and he gets them all out, and has the lead; nine times out of ten he will have forgotten his partner's first discard, and play on the assumption that his last discard was the first, and so certain is this to come about, that we believe, with some players, it is best to endeavour to calculate how many discards we shall get, and let the last discard be our weakest suit. Of course if we cannot get players to watch the first discard, it is obvious we cannot expect them to watch the discard of the adversaries. Nor, *a fortiori*, can we expect them to inquire whether the discard is made in consequence of our partner's or our adversaries' strength. When our partner is the strong player there can be little or no difficulty about our first discard. We show (that is, we should show, if our partner had eyes to see), which is our weakest suit, and we tell him, if ears could hear, *not* to lead that suit. We unguard a King rather than mislead him; and, having told him the suit we do not want led, we ask him to reflect; and judge for himself which of the other two suits we do want. A moment's thought will generally tell this, but if we cannot make men notice with their eyes the first information we give, how can we hope to induce them to reason when the groundwork of the proposition is absent from their consideration? But, given the fact that we have a partner who will recollect our first discard, do they attempt to reason why the discard is made? It always seems to us that they play as blindly now as if they did not see. Players do not lay down any given card without a reason for so doing, and the other players must try to fathom this reason. Thus, when our partner is playing a strong game, we endeavour to help him, and try to play a strong game also; and with that object, we try to bring in a long suit. But if our adversaries play a strong game, we are at once bound to play on the defensive. We must keep our Kings guarded. We must keep our Queens doubly guarded. We must, if we have four of our adversaries suit to the nine or ten, keep this suit intact. How often have we seen Knave led won with the Ace; trumps led, and got out; an adversary with four of the original lead to a nine or ten throws one of these away, and loses the game; or, by playing properly and carefully, prevents all this suit being brought in after the Kg and Qn are made. It is therefore clear that the discard, which is right in the one case, is wrong in the other, and the player watching the discard must draw a different inference from the one and the other. In this, as in other Whist points, he must reason, and if he cannot reason, he cannot play Whist. Whist and reason are convertible terms. That there are a large number of players who think they play Whist, and yet do not reason, is too true; but we say that such play may be Bumblepuppy, or some other game—it certainly is not Whist.

There are players who never reason, and some of these win. These gentlemen do not, as a rule, look upon Whist as a game of skill. They treat it as pure chance, and they fail to see that a good player often makes more out of the cards than they do; and, as lookers on, they complacently state that they should not have lost that game. In other words, when they play, they consider that they never lose a trick, but that the better players often do so by over refining. There is some truth in all propositions of this description. The good player loses by over refining, but a good player seldom refines, except when there is some considerable object to be gained; and the bad critic often finds fault when the course taken by the good player was the only one possible to save or win the game. But granted that the good player makes mistakes, and all do, the question arises who makes the most mistakes, the good player or the bad? Because at Whist it is the player who makes the least mistakes who wins, so far as skill as against luck tells. The bad player sees the mote in his neighbour's eye. He might, with advantage, pluck out the beam which is in his own. We do not think bad players ever realise that it is easy to play with good cards, and very difficult to play with bad cards. There are, of course, degrees of skill in the conduct of both hands; but with a good roaring hand, when four cards are obtained, and where five could have been got, the bad player thinks he has done well, and the good player sees that he has done ill. Some of those players, who do not attach any force to reason, allege that they play by instinct. No doubt instinct is a very valuable quality, if you have it, and some players certainly think they have this quality, in the same way that a pointer or setter has it. Whether dogs have reasoning powers as well as instinct, cannot very well be discussed here, but we certainly lean to the belief that the retriever reasons. Be this as it may, as instinct in a Whist or Piquet player cannot be explained or governed by any known laws, and we do not know how much of this quality any man possesses, we prefer to be guided by what every man has, if he chooses to use his faculties; the power to observe; the power to draw inferences; the power to reason from the play of any given card, and to make a reasonable deduction from the absence of any cards. The Piquet players are often supposed to play by instinct. There are, of course, positions when it is pure chance which of two suits to go for, and we prefer to call that chance, rather than instinct, and we certainly should not like to back the man who played by instinct when reason would guide him.

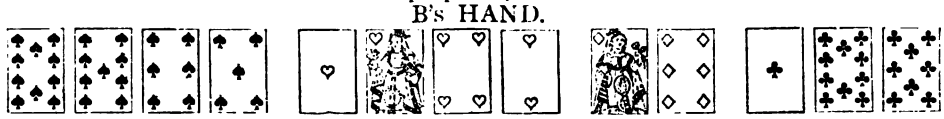
AN INSTRUCTIVE HAND AT WHIST.—No. 188.

It was first intended to publish this as a problem in Whist inference, but we think it will be more useful to give the reasoning in full, for the benefit of young players. It is rarely that so complete a knowledge can be acquired so early in the hand, but a careful study of this instance will show the beginner how much may be discovered by attentive and intelligent study of the principles of play. Indeed, few players have any idea that such absolute knowledge may be gained at all.

We would call particular attention to the concluding paragraph. It points out an error not unfrequent even among good players, and which has received little notice from Whist writers. It seems to us that many instances might be given which would show the necessity of considering on what points clear to you your partner must be ignorant, and we hope that some of our contributors will work the point up a little more.

Z turns up Spade 7. A leads.

B's HAND.



A leads Club 6; X plays Club Kv; B plays Club Ace; Z plays Club 3. Won by B.
B leads Hearts 2; Z plays Hearts 10; A plays Hearts 9; X plays Hearts 5. Won by Z.
Z leads Diamond 4; A plays Diamond 8; X plays Diamond Kv; B plays Diamond Queen. Won by B.
B leads Spade 5; Z plays Spade 7; A plays Spade Kv; X plays Spade Ace. Won by X.

After these four tricks have been played, B is able to place every card in the pack, supposing that all the players are known to follow the rules usually adopted to afford information. Thus—

A leads a six, which must be either the lowest of four at least, or the best of three at most. As no good player would commence a hand with a suit headed by the six, A must have three better cards. The 2 is not played; A cannot have it, as the 6 is his lowest; Z cannot have it, or he is asking for trump; but this supposition is inadmissible, as he has the lead on the third round and does not lead trump. The two must, therefore, be in X's hand. To put on the Knave with the two in hand is only right when the Queen also is held, and no more. As B has Ace, 10 and 8, and X the Queen and Knave, the only three that A can have better than the 6 are 7, 9 and King. Z must have had 3, 4 and 5.

In the second trick B knows by A putting the 9 on the 10 that he has no more. As X plays the 5 he cannot have the 3, which must be in Z's hand. Z then, by playing the 10 second hand having the 3, shews he has the Knave also and three cards only in the suit. X must have had 5, 6, 7, 8 and King.

In the third round Z leads the lowest of four; the 2 and 3 must be in X's hand. A cannot have less than four of the suit, or he must have five trumps, in which case he would have begun with a trump. He can therefore only have had 8, 9, 10 and Ace, or 8, 9, 10 and King; Z having led from 4, 5, 7, King, or 4, 5, 7, Ace. There is no means of telling by this round alone which of the honours is held by A or Z, but a consideration of A's first lead gives B the information he wants. A would not have led from 6, 7, 9 and King, with another suit containing 8, 9, 10 and King, but with 8, 9, 10 and Ace he might prefer the suit headed by the King, and keep his Ace suit to get in with at a later period of the game. This is a mode of play recommended by J. C., and B is sure that A has played in this way, or there would otherwise be no explanation of his original lead.

B's first impulse is to lead back the 6 of diamonds, so as to give A the finesse, but for a reason hereafter to be explained he leads a small trump. Knowing the position of all the other cards, he can count that Z has three trumps, A has four, and X two only. Z playing the 7 can have the 8 and King only, or 8 and Queen, but A would not have finessed the Knave if he had the King, so Z must be credited with it. A therefore remains with the Queen and two of the smallest trumps, and X can have only one of the smallest trumps left.

It is often said when one of the players can thus place every card in its proper hand that he may play the game thenceforward as if it were Double Dummy. This must be taken with much reservation, for it is to be remembered that A has not the same amount of information as B, and, therefore, any unusual play of B's, founded on his knowledge, may so mislead A as to cause him to destroy A's best laid scheme through misconception. A very good player would assuredly take this into account, and, after putting himself in A's place, to think what he can know, would so lead as to give him least difficulty afterwards.

We will apply this to the present case, and see the result. From the first round A has no knowledge whether the 2 of clubs is with X or B. The Knave may, therefore, be single in X's hand, and Z may have the Queen, or X may have Knave and Queen only. In the second round also he is ignorant of the position of the small cards, and there may be two honours in the suit in either of the opponents' hands. He is equally in ignorance of the position of the 2 and 3 of diamonds, so that he has no complete knowledge of any one suit. It is for this reason that B leads a trump in place of returning the diamond. After winning the trick with a successful finesse in diamonds A would not know what to do. He would probably lead on, thinking his partner wished to be forced in the suit, in which case B would be obliged on the seventh round to lead from his tenace in hearts, or to lead up to the guarded Queen of clubs, or finally, to lead trumps with a hand weakened by the force. By leading trump he avoids all this. If A wins the trick in trump, they get two rounds, and one only is left against them. If X wins either the first or second round of trumps, see at what disadvantage he must lead. Either through B's tenace in hearts, giving A a discard, or up to A's tenace in clubs (the alternative he will probably choose), as clubs was his partner's lead, and he has not B's knowledge of the position of the cards.

PIQUET DISCARDS.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—Ever since you first began to publish Piquet discards, I have been puzzled to know on what principle you selected the hands. Partly indolence, and partly a feeling that some new system might have superseded our old maxims of play, prevented me from writing to you before, but I can no longer refrain, after seeing the WESTMINSTER PAPERS for May and June, from asking you to explain the discards you have there given. Of the nine elder hands in these two numbers there are two only which would have been approved of in my time. One of these, No. 78, is so plain and straightforward that there can be no second opinion upon it, and I wondered to see it selected for the honours of publication, till I remarked the take in, giving a repique. This I did not see at first, because, in estimating the correctness of a discard, the knowledge of the talon can only confuse the judgment, which is too apt in any question of probability to be influenced by the result when it is known. For this reason I disapprove of publishing the cards taken in, or the score made. On the other hand, more attention should be paid to the score at the time of discarding. In several cases where it is really of importance you have omitted it, and in other cases, such as No. 91, it is impossible to say which hand, elder or younger, is 85 and which 75, and it is a very important element in considering the discard of this hand.

Let us now consider the discards *seriatim*, from No. 76 to No. 91 inclusive.

In 76, Captain Patton abandons his point as well as the quarter chance of a quint in it, and risks the cards for the sake of a quatorze of tens, which is not good unless he takes in a knave. By this mode of play he gives away chances which are worth at least 15 points. Mr. Hilsen and Mr. Belaieff do not mend matters by their proposed discard. If the elder hand were very far behind in his score, this play would be forced upon him as the only chance of a repique, against which the odds are only three to one, but at 20 to 7 the proper discard is D 10, C 10, and the three Spades.

No. 77. With a seven point and a. siezieme against him in Clubs, and a six point in Spades, Mr. Hilsen leaves his adversary three cards. This is not so mad as it seems, for no repique can be against him, but it is

not good play. Your suggestion I would adopt were the elder hand not so backward in his score, and the rubicon in danger. Under the circumstances, and at the score, I think the best discard is D A, Kn, 8; S 10, and leave a card.

No. 79. Both the actual discard and Mr. Belaieff's proposed one are bad. The interest of the hand arises from the state of the score. It is not to the advantage of the player to score, unless he can make a repique. Now the best chance of this is to discard D A, K, 9; S A; H K; for in the Club suit only can he make a quint, by taking in one named card and one of two others, namely, the 10 of Clubs with either Q or 7. In which case, either the D Kn or the H 10 would give him the repique (provided he takes in a Q should his Club quint be a quint minor). It is better to keep the tens than the Aces, for as one ten is necessary for the quint, he may play as if he had three.

No. 84. It is refreshing to come on this discard in the middle of the others. It helps to restore one's confidence in the principles inherited from our fathers. I would recommend a comparison of this hand with No. 76 and No. 86. It is evident that Captain Patton and Mr. Foster differ utterly from Mr. Lowinger in their ideas of the game. It is probable that he represents the old school, in the interest of whose opinions I venture to address you, and that they are the exponents of the new mode of play, which you are giving us such numerous examples of.

No. 85. The score is not given, and it would influence the play materially. In no case can Mr. Bianchi have been right. I would have assumed the score as love all, if it had not been for the discard you propose, which is only good on the supposition that the player is far behind in his score. The best play at the beginning of the game is to keep the three Kings, the three Queens and Ace of Spades.

No. 86. Mr. Foster breaks up his point with a quarter chance of a quint major, and gives away three cards to keep three Knaves and a tierce to the Queen. As the score stands, I would discard all the Clubs and Diamonds, and carry the two suits. If far behind I would discard H Q and 10, and the three Clubs.

No. 87. The actual discard was very bad. You propose the only way to play, except on the supposition that the talon could be read by the backs of the cards.

No. 88. There is no reason that I can see for keeping the S Kn in place of the C Q, after discarding C Kn.

As there is not the same difficulty in discarding in younger hand as in elder, I thought to find less very bad play in those given. I was disappointed.

No. 80 is well enough, the only way of playing; but

No. 81 seems as if it were selected to show with what utter imbecility men can play. What reason (if the idea of reason can be entertained in such a case), can there possibly be for throwing away D A to keep a guard to the H K. There is little fear of an attack in Hearts, in which the elder hands can have but five cards, while Diamonds is probably his point.

No. 82. There is no use in keeping the two little Hearts, except on the chance of taking in the Q, to which they may act as guards but with the Q of Hearts Mr Bianchi would have no cause for fear, as he must score his two tierces and quatorze of Queens, unless on the improbable supposition that the elder hand has gone for Spades. The discard ought to be the two Hearts and the Spade 7, making possible either the quint in Clubs or the 14 Queens, or both.

No. 89. This is one of the few discards which may be thoroughly commended.

No. 90. This is an example of play without thought. Your suggestion is an improvement, but if Mr. Bianchi had previously scored, even as few as five points, I would recommend him to throw away his S A as well, to gain an extra chance of making his point unassailable, by taking in a Club, if there should happen to be no Diamond in the stock. The difference between taking in no card and taking three, is the difference between 3 to 1 and 6 to 1 in favour of the discard.

No. 91. I will suppose the younger hand to be 85, in the absence of any precise information. In this case he keeps the H 7 to act as a guard to a possible H K, but if he takes in H K, his point and 14 Kings are good, and he has no need for a guard. In fact, with septieme major and a siezieme minor against him, and the cards he holds, it is unlikely that the cards will count. The best discard would therefore be H 7, D 7, C A.

I am, dear Sir, your obedient servant,

OLD PIQUET.

[We have already stated that we do not select hands. We give what we see played, or what are pointed out as producing peculiar results, and unfortunately these cases are too likely to be hands for the gallery. We intend, when we have given 100 hands, then to select hands because they are instructive. If our correspondent knows anything of the impatience of the men of the new generation—we believe the old school never had this complaint—our correspondent, on this head, may set us right—he would know that it is not easy to take down another man's hand and his discard, get the score and the result, without an occasional omission. We try to get all he wishes. The hands are given as actual hands played, and so far from being offended at our correspondent's criticisms, we are only too glad to have the opinion, right or wrong, of so competent a judge. The hands are there for that very object, and we trust the young players will avail themselves of our correspondent's remarks, and see for themselves whether what he says is sound and suggestive. We have rather to congratulate ourselves that some of the hands are bad, for otherwise he would not have spoken out. When Mr. Boden was

Chess editor of the *Field*, he used to say that if he got a problem that was cooked, he got 20 letters for every one that he got when the problem was sound. Our bad work is found out in our life-time, our good deeds live after us.

When we give the score 85 to 75, the first No. is the score of the player making the discard, the 2nd that of his opponent. When we do not give the score, it must be taken to be love all, or in those portions of rubicon games where the score is of the least consequence. Our correspondent will see that it is rather difficult to add up the score on both sides in addition to our other labours.—ED.]

ANSWERS TO CORRESPONDENTS.

The foreign subscribers who have not received last month's No. had better see if they have sent their subscription for Volume 7. We repeat, the subscription is payable in advance. The cost is 6s here; add the extra postage.

HARTFORD TIMES.—The May No. went as usual, but we have, of course, posted another copy.

EDITOR BRIDGEPORT EVENING FARMER.—The price of our Papers, post free, to America is 9s. Being a monthly publication, our Post Office authorities will not let us register the Papers as a newspaper, so that we are always handicapped, we suppose, according to our value. The *Field*, if it weighs 8 oz. can go for 2d, whilst we, when we do not weigh 4 oz., must pay 3d. In this country our Government charges as much as it can. The strong will not stand an over charge. The weak must. When we shall see a fair rate charged alike on all printed matter, we cannot tell, but, we fear, not in our time.

CHESS.

C. W. (Kirkee).—Several of your problems were wrong; but having no distinguishing mark, could not be pointed out at the time. All the correct ones have been published, and another batch will be very welcome.

R. W. J.—Thanks for the last problem, which is very elegant. The following is the examiners' report on your previous lot. No. 12. Too crowded. No. 5. Second solution by Q to K 3 ch. No. 20. Another solution by 1 P to K R 6. The others are correct.

W. COATES.—No. 3 seems all right now, and No. 2 shall be duly reported on.

S. H. T.—Your favour to hand, with thanks.

CAPTAIN CLARK (Barnaul).—All of the last batch are correct, and very neat.

H. J. C. A.—Your beautiful problem is most acceptable. Regarding anonymous contributors, we of course use our discretion, and, in the case under notice, had very good reasons for doing as we did. We can only regret a most elegant problem was spoilt by an oversight.

W. N. (St. Neots).—Your reviews certainly came too late last month; they ought to be in, at least, by the 20th. In regard to other of your remarks, please see notice to H. J. C. A.

T. W. L.—Thanks.

J. HAZEON.—Shall be examined, and, if correct, published.

G. H. D. G.—Your analysis shall be reported on next month.

F.W. LORD, H. J. C. A., W. COATES.—Thanks for problems.

N. L. H. (Bengal).—Thanks for the game, which shall appear in due course. We shall always be glad to hear from you on Chess or Whist matters in Bengal. Your opponent is an old friend now at home. We were not aware that the Whist games were copied in the *Englishman*, or indeed anywhere. We should be glad to see a Whist column in as many papers as there are Chess columns, and we have often wondered that the Colonial papers did not adopt the idea.

WHIST.

J. M. A. (*Bets on odd trick*).—Will you solve the following difficulty:—Two gentlemen, not playing, make a bet at a game of Whist, one laying the other £6 to £5 on A and C making the odd trick. A revokes. A and C make the odd trick, and have two by honours. B and D inflict the penalty, by also scoring 3. The game, therefore stands 3 all. How is the bet to be decided? I may mention that, immediately the revoke was claimed, the gentleman who had laid the bet paid the £6, and left the room before the termination of the game.—*Ans.* Bets on the odd trick are decided by the actual state of the score after the revoke penalty is exacted. The backer of A and C, therefore, wins. The following is the law that touches the point:—80. "If a revoke occur, be claimed and proved, bets on the odd trick, or on the amount of score, must be decided by the actual state of the latter after the penalty is paid." This is the law, and not the etiquette of the game, and it is binding on the outsider as well as on the players.

L. (*Penalty for leading out of turn twice*).—A leads out of turn. The adversaries thereupon call on B to lead trump, on which A leads again. Can the adversaries call, first, the lead of trumps, and again, another suit: or is the second card simply an exposed card?—*Ans.* It seems to us that A led out of turn twice, and he must be punished twice. B can properly be called on to lead trump for the first offence, and whoever gets in first, A or B, can be called on again to play trumps, or any other suit, for the second offence.

N. F. J. (*Leads*).—The lead of 10 from King, Queen, Knave, 10 and another, is quite orthodox, but, personally, we never follow the rule. The 10 is led from King, Knave, 10, and another, and we endeavour, as far as possible, to play so that when we lead the 10 our partners should understand what it is we lead from. If we have the 9 also we still lead the 10, so with King, Queen, Knave, 10 and another, we lead the Knave and not the 10, although the 10 would be quite according to rule.

K. (*Penalty for leading out of turn*).—A leads when it is his partner's, B, turn to lead. X, an opponent, calls upon B to lead a trump. He declines to do so, and leads a Heart, and he makes a bet that he is not obliged to play a trump. Please decide?—*Ans.* B loses the bet. He is bound to lead the trump when legally called upon to do so, and because he does not comply with the proper demand he has revoked, and must suffer the usual penalty for the revoke. No man can properly revoke on purpose, and if B revoke for the purpose of winning the bet (which we do not imagine is the point in issue), he cannot, in our judgment, get out of his dilemna in this manner.

INQUIRER.—With 3 small cards of every suit, and 4 small trumps. Score, love all, what is the best card to lead?—*Ans.* We never hope to have such a hand, but if we have, we should lead a trump.

PIQUET.

M. D. IN Q.—I stand 74; my opponent 95. Game 100 up. I am first hand, and hold 12 good. I play 6, and still have an ace in hand, which would give me the cards; but as my only chance is that my opponent is unguarded in the suit of which I still hold the ace, and to prevent him making the last card, I play a small card, which he takes, and plays four more; thus making him out. He said to me, "you have thrown that game away yourself; for had you played your ace, after making six tricks, you would have scored ten for the cards, and so have won the game." This I deny; I say I cannot score the ten for the tricks till the hand is played out. I will be glad to have your opinion.—*Ans.* At Piquet the score is called in order:—1st. The point. 2nd. The sequences. 3rd. The 14 Aces, Kgs, &c., or 3 Aces, Kgs, &c. 4. The cards counted by leading or by play. 5th. The cards, *i.e.*—The 10 for the winner of the majority of tricks. If M. D. had led out the Ace he would have been 93 to 95. Then Younger Hand comes in, and makes 5 by play, and this wins the game.

In consequence of the pressure on our space this month we have been compelled to hold over our Problems Reviewed.

The Westminster Papers.

1ST AUGUST 1874.

THE LATE MR. STAUNTON.

IN our last number we were unable to do more than to announce, in a few hasty lines, the death of Mr. Howard Staunton, which took place, very suddenly, at his residence, on Monday, 22nd June.

> "His grave is all too young as yet
> To have outgrown the sorrow that consigned
> Its charge to it."

And with him, let us trust, will lie buried, once and for ever, the legion of petty jealousies, little peddling feuds, and insignificant animosities, of which it was his misfortune to be the mark through life. Let us endeavour to remember the man as he was—the profound English scholar—the genial humourist—the brilliant conversationalist; and while tracing a brief record of his Chess career, let it not be forgotten that Chess was one of the meanest of his accomplishments.

To write a succinct biography of Mr. Staunton is a task beyond our powers. Beyond that he was born—as he himself informed us—in the year 1810, little or nothing is known of his early life; but we believe we are justified in contradicting the statement which has appeared in several of our contemporaries—copied, doubtless, from *Men of the Time*—that he was educated at the University of Oxford. One thing alone is certain; at a very early age he conceived an enthusiastic passion for the stage, and though he never adopted the buskin as a profession, there can be no doubt that his after life was deeply imbued by his early love for the drama. He has often related to us, with a glow of pardonable pride, how on one occasion he had the honour of playing Lorenzo to Edmund Kean's Shylock, in the "Merchant of Venice," and when, in one of his talkative moods—and they were neither few nor far between—he would recount, with almost boyish enthusiasm, his reminiscences of the great actors who trod the boards in his young days—whence he would invariably fly off a tangent—for he was an inveterate *laudator temporis acti*—to deplore the lamentable decline of the drama in our degenerate times, winding up with a characteristic, "Talk about A, B, or C being actors; they don't know what acting is, Sir."

Mr. Staunton's early Chess career is equally a blank, but we have more than once heard him say that he did not acquire the rudiments of the game until he was nearly twenty years of age. To the best of our memory, but on this point we cannot speak positively, he on one occasion stated in our presence that the first really fine player he ever encountered, and at whose hands he met with an unqualified defeat, was Mr. Popert, subsequently one of the leading players of the Old London Chess Club, of whose Chess powers he always spoke in the highest terms of praise. It is quite certain, however, that Mr. Staunton never took a prominent position in the Chess world until 1835 or 1836, as he has repeatedly told us that it was never his good fortune to see in the flesh either MacDonnell or De La Bourdonnais. A Chess Divan in King Street, Covent Garden, close to Evans's, now "Kilpack's American Bowling Alley," was the scene of his earliest Chess exploits; and he was also a frequent *habitué* of the "Shades," in the basement of old Saville House, Leicester Square, which was at one time the head-quarters of London Chess, and where, if we mistake not, he contested some of his best games with Mr. J. Brown, Q.C.—one of the most accomplished amateurs of the day—and the veteran, Mr. Cochrane. The latter and Mr. Staunton never met in a set match, but they played a large number of games together; usually, we believe, for a stake of a guinea a game—the result being greatly in favour of Mr. Staunton, who shortly before the departure of his chivalrous opponent for India attempted to give him the odds of the Pawn and move. It is upon record that seven games were contested at these odds, of which each player won three, and one was drawn, but only two or three of the number have been preserved. Of the even games contested between these great masters, between forty and fifty are to be found in the "Chess Player's Companion," all of which will well repay the examination of the Chess student. The first match of any importance in which Mr. Staunton was engaged was against Mr. Popert, and was played in 1840-1, at the Old London Chess Club, victory declaring itself on the side of the young English amateur, by one game only. The result of this encounter established the winner's reputation as the "Coming Man" of the

day, Mr. Popert being considered to be, at the time, the strongest player of the Club, with the exception, perhaps, of Mr. Lewis, who had in a great measure abandoned the practice of the game, and devoted his attention to authorship—and for some time Mr. Staunton found no opponent worthy of his steel. In the winter of 1842, however, M. St. Amant, fresh from the school of the renowned Deschappelles, paid a visit to England, in the course of which he encountered, successfully, all the leading players of the day, including Mr. Staunton, whom he defeated in a short match, consisting of three out of five games. The loser, however, was not satisfied with the result, and forthwith challenged the French representative to play a return match of the best of twenty-one games, for a stake of £100. After a vast expenditure of diplomacy, a match on these terms was ultimately ratified, and the contest, which created an amount of interest unparalleled in the history of Chess, came off at Paris, in November and December 1843—Mr. Staunton proving victorious, by eleven games to six, two being drawn. A return match was talked of, but nothing came of it, and for the next two years, the newly installed champion was suffered to repose on his well-earned laurels. In 1846, however, the London Club—famous even then for its exclusive patronage of Continental talent—brought out a new antagonist against their countryman, in the person of Mr. Horwitz, one of our most respected and honoured foreign visitors, who had just arrived in England with a high Chess reputation. A match for a very trifling stake was speedily arranged between the pair, in which skill and fortune again favoured the home player, but the loser made a gallant fight of it, scoring seven games to the winner's fourteen, and drawing three. In the same year Mr. Staunton played his memorable match with Herr Harrwitz, the result of which has always been such a sore point with the English champion's modern detractors, who have resorted to a vast amount of special pleading to explain it away. The London Club was again at the back of the foreigner, and a match of twenty-one games was arranged—the conditions being that in the first seven Mr. Harrwitz was to receive the odds of the Pawn and two moves; the Pawn and move in the next seven; and play seven games even, inclusive of draws. Although thus heavily handicapped, Mr. Staunton proved equal to the occasion, scoring all the even games right off the reel, and winning four to three of those played at the Pawn and two moves: while, strange to say, at the Pawn and move, he was defeated in the proportion of six to one; the English representative thus winning the match by twelve games to nine. This was the last important match in which Mr. Staunton ever took part; indeed, from this date he may be said to have retired from the Chess arena, and devoted himself exclusively to literary pursuits; in the interval of which, however, he occasionally found leisure to play a few casual games, almost invariably at odds. On the occasion of the great tournament of 1851, however, he again entered the lists, but it was evident that his long abstinence from the game had robbed him of his old "trick of fence," as he succumbed, almost without a struggle, to Anderssen, the ultimate winner of the tourney, and was subsequently defeated in a little match by the late E. Williams—quite a second-rate player, to whom he was giving the odds of three even games out of seven—the final score being Williams seven (including three games given), Staunton six. Mr. Staunton's last appearance in public, as a player, was in 1858, when, contrary to the advice of his friends, who, knowing him to be out of health and out of play, were unwilling for him to risk his reputation in such a contest. He entered as a competitor in the Birmingham Tournament. The result was a foregone conclusion, he fell an easy victim to the first strong player whom he met—Herr Lowenthal.

Such, in brief, were main incidents in the career of the greatest Chess player that England has ever produced. In saying this, we are fully aware that we shall wound the delicate susceptibilities of a certain section of the modern English school, and an associate band of foreign professionals, who for some reason or other, best known to themselves, have persistently endeavoured to depreciate Mr. Staunton's reputation as a Chess player. The spasmodic cackle over the dead lion of which a writer in the *Field* has recently relieved himself may be taken as a fair sample of the utterances of this class of critics. Mr. Staunton's victory over M. St. Amant, was, we are told, "a grossly exaggerated performance, because neither the antecedents nor the subsequent career of his opponent ever entitled the Frenchman to any high rank in the Chess world." "St. Amant," we are further informed, "had received the odds of the Pawn and two moves, not long before his match with Staunton, and he was subsequently easily defeated by Boden, Falkbeer and others." This argument is singularly disingenuous. It is quite true that St. Amant *did* receive the odds of the Pawn and two moves from his preceptor Deschappelles; but Deschappelles, as is well known, was extremely jealous of his Chess reputation, and invariably refused to play with any one on even terms. Besides, it must not be forgotten, though the writer we have above quoted has judiciously chosen to forget it, that the great Frenchman's abrupt retirement from the Chess arena was owing to the very hollow defeat he received at the hands of his former pupil, St. Amant, at these odds. Again, it is quite true that St. Amant "was subsequently" ("subsequently," be it remarked here, stands for some five-and-twenty years later) "easily defeated by Boden, Falkbeer and others;" not a very unlikely contingency we should imagine, seeing that he had been knocked about all over the world, from Paris to San Francisco, and subject to almost every conceivable vicissitude of fortune for a quarter of a century, during which time he hardly ever sat down to a serious game; but scarcely a valid argument, we submit, to prove that St. Amant was not a fine Chess player in 1842 and 1843. For our own part, we should require no better proof of

St. Amant's undoubted Chess genius than his games with Staunton. As specimens of match play—real sterling Chess—they, to our thinking, stand unrivalled, far superior to the much belauded MacDonnell's highest flight. We can only conclude that those who persistently depreciate St. Amant's skill can have never examined these games. In a precisely similar strain we find Staunton's splendid victory over Harrwitz, in the match above referred to, which we have always regarded as the English player's highest Chess achievement, has been studiously underrated, or else carefully explained away by these ingenious critics. Mr. Harrwitz, we are told, was quite a young player at the time; he was too brilliant and impetuous to be a receiver of odds; he "subsequently corrected his style, and more than reversed his defeat" (!!!), he was a better player than Lowe, to whom Staunton failed to give the odds of the "Pawn and two" successfully, &c., &c. We will not answer—though we might in the same strain—that within a year of his match with Staunton, Harrwitz won a match of his compatriot, Horwitz, and made even games with Anderssen; we will not inquire too narrowly when and in what manner the German player "reversed his defeat;" we will be judged by the evidence of the games themselves. There are no finer or more finished specimens extant of Mr. Harrwitz's play than his games at the odds of the Pawn and move, and Pawn and two moves, in this match.

And by this test we will be content to have Mr. Staunton's reputation as Chess player estimated. Take his best play, in his best day, examine it critically and honestly, and we will rest satisfied with the verdict of all impartial lovers of the royal game.

To the present generation of Chess players Mr. Staunton will be best known as a writer and a critic on the game. No living writer has contributed more largely to the literature of Chess. Wherever the game is cultivated, wherever the English language is spoken, his name is a household word, and it is not too much to say that the vast progress which the study of the game has made in England and the Colonies during the last twenty years is mainly due to Mr. Staunton's influence as an author and editor. The most important of his works on the game are the "Chess Player's Handbook," published in 1848; the "Chess Player's Companion," 1849; the "Chess Tournament," 1852; the "Chess Player's Text Book," 1852; and the "Praxis," 1860. He also edited the "Chess Player's Chronicle," from its establishment in 1841 down to 1855, when it passed into the hands of the late Mr. Brien; and also took a leading part in the conduct of the "Chess World," from 1865 to 1870; in addition to which, he had the sole charge of the Chess column in the *Illustrated London News*, from its commencement in 1842. At the time of his death Mr. Staunton was engaged on a new treatise on the game, but his numerous other avocations prevented him devoting more than an occasional interval of leisure to the work, which, we regret to say, he has left in a too incomplete state for it ever to see the light.

Of his contributions to general, and more particularly to Shakspearian literature, it scarcely falls within our province to speak. As an Elizabethan scholar he had few equals. To quote the language of the *Athenæum*:—

"Few men's minds were probably so saturated with the authors of the reigns of Elizabeth and James the First. He was as familiar with Ben Jonson and Fletcher as the scholars of Porson's day with Euripides. And this mastery of the works of the dramatists was combined with extraordinary natural acuteness. Mr. Staunton was no mere rash disturber of received texts, he possessed that power of divination which is necessary to successful emendation; a power extremely rare, and usually decried by those who do not possess it."

Among his principal contributions to the study of Shakspeare, we may mention an edition brought out by Messrs. Routledge, under his superintendence, between 1857 and 1860; "Memorials of Shakspeare," and a magnificent facsimile of the famous "first folio" published in 1864. He was also the author of "The Great Schools of England," and other works, besides being a laborious contributor to many of the periodicals of the day.

Of late years Mr. Staunton mixed very little in society. A recluse, more by habit than nature, he would nevertheless, like the good clerk of Copmanthorpe, unbend on occasion, and by those who had the privilege of his private friendship, such occasions, which were neither few nor far between, will not, we imagine, be readily forgotten. He was great at a dinner party, but greater far when seated behind a long "Brosely" and a modest measure of grog, in company with one or two congenial spirits. Many an evening have we assisted at these simple symposia, and listened with never-failing wonderment to the ceaseless flow of piquant anecdote that seemed to pour spontaneously from his lips—reminiscences of the men and manners of "auld lang syne" of Chess art, literature, and the stage—*aliquo prælia mixta mero*—always fresh and always to the point, and told with a vivacity and *verve* that imparted a two-fold charm to the narration. *Noctes cænæque Deûm*—"t'was like a homily to hear him talk;" but the race of demigods is fast passing away from the earth, and we have lost one of the last of them in Howard Staunton.

One word more. An effort is being made to obtain for his widow some assistance from the Civil List and the Royal Literary Fund. Surely such an appeal, in such a cause, will not be made in vain.

THE CHESS WORLD.

"The whisperings of our petty burgh."

AMERICA.—The Chicago Committee have resolved to publish the games after the tourney in Book form. We can assure them that, in our judgment, this is not wise policy. The games should be published at once, and whilst the players are interested in the subject. We believe that those games of the Baden Tourney and the Vienna Tourney that were published by us as quickly as we could get them were more played over than all the games that have been published since. The games of the last tourney are still being published in the Continental Chess papers, but we never see any one playing over the games, nor do we see them quoted in this Country, Australia or America. Besides all this, is there a body of men so greedy for news as the Americans? Do they not buy more papers than all the rest of the world? and who amongst them cares for the news of the day before yesterday? The Americans buy, the English borrow, and the Continental nations read the papers at the Café, or go without. We are improving; but give the Americans the news of the day before yesterday and they will neither buy nor read. The meeting at Chicago is the third American Congress, and it assembled at the rooms of the Chicago Chess Club, 114 East Madison Street, on the 6th ult. On that occasion Mr. F. Perrin, of New York, was elected President of the Congress, and resolutions were passed as follows: (1.) That should any player withdraw from the tourney before playing two-thirds of all his games his name shall be cancelled. (2.) That should two players wish to engage in a tourney game in the evening they shall be at liberty to do so. (3.) That the player who moves first in an unfinished game shall make the last move, which he shall place in a sealed envelope, and deposit with the secretary. (4.) That a committee shall be appointed to draft articles, constituting a new National Chess Congress. The committee so appointed are Messrs. W. W. Curraw, W. C. Spencer, J. H. Congdon, H. Hosmer and A. W. Sariome. There were eight entries in the first class tournament, viz. Messrs. Mackenzie and F. Perrin, of New York; Hosmer, Bock and Kennicott, of Chicago; F. H. Elder of Detroit, Max Judd of St. Louis, and General J. H. Congdon of Philadelphia. The prizes given are, 1st prize 225 dols., 2nd 150 dols., 3rd 75 dols. The pairing for the first round was as follows: Mackenzie *v* Judd, Hosmer *v* Kennicott, Bock *v* Elder, Congdon *v* Perrin, and play commenced on the 7th July. Up to the 12th July Mackenzie had won $4\frac{1}{2}$, lost 1; Judd won 3, lost 2; Elder won $3\frac{1}{2}$, lost 2; Hosmer won 2, lost 2; Perrin won 2, lost 6; Congdon won $1\frac{1}{2}$, lost 4; Bock won $5\frac{1}{2}$, lost 1. There seems to us some mistake in the scoring, as the *Record* on the 11th gives the score, Mackenzie won 6, lost 1, drew 1; Hosmer won 4, lost 2, drew 0. Mr. Kennicott retired from the tourney, after having lost 2 games to Hosmer and Mackenzie, and, because he retired before he had played two-thirds of his games, the games lost to Messrs. Mackenzie and Hosmer were deducted from their score. Mr. Elder had to leave the Congress on the 11th, and he was not expected to return. Captain Mackenzie seems to have beaten Mr. Perrin both games; with Mr. Hosmer the score was game and game; whilst with Mr. Judd, he won 1 and drew 1. Mr. Bock won 1 of Elder, and drew $\frac{1}{2}$; won of Congdon 1, and drew $\frac{1}{2}$; and drew with Mr. Judd $\frac{1}{2}$, and lost to him. The score would therefore be $3\frac{1}{2}$, up to the 11th. We cannot give, with any precision, the result of the succeeding rounds, suffice it to say that, on the 15th ult. the tourney finished. Captain Mackenzie won the 1st prize, Mr. Hosmer the 2nd, and Max Judd the 3rd. We publish the only two games that our Correspondent has been able to send us, and we hope to be able to give more specimens in our next Number. We congratulate Captain Mackenzie (the American Champion) on the result. We can assure him that he has many friends on this side the water, and we have all a very kindly feeling towards him. We should be glad to see the strength of the Americans tested by some of our best players. We cannot but regret the absence of many strong players from the tourney, such as Messrs. Neill, Mason and Gilberg.

The Canadian Chess Association met on the 7th, at Montreal. The score, as far as it had gone, we take from the *Globe*. Dr. Hurlburt won 6, lost 1, drew 1; Professor Hicks won 6, lost 1; Professor Howe won 2, lost 2, drew 1; Mr. Jackson won 3, lost 2, drew 1; Mr. White won 2, lost 4, drew 2; Dr. Coleman won 2, lost 3, drew 2; Mr. Von Bokum won 2, lost 1, drew 1; Mr. Phillips won 3, lost 5; Mr. Henderson lost 7; Mr. De Boucherville won 1, lost 3. The President, Professor Cherriman, of Toronto, was unable to be present in time to take part in the Congress, in consequence of an accident. The Vienna rules, with the time limit of 15 moves to the hour, were adopted. It was decided that the next meeting should be held in August next year at Ottawa.

The Barnes-Perrin match resulted in a victory for Mr. Barnes, who won 7 to Mr. Perrin's 5, and 2 draws. Mr. Delmar won the 1st prize in the Brooklyn Tourney. This gentleman has taken charge of the *Turf, Field and Farm* Chess Column during Captain Mackenzie's absence at the Chicago Congress.

The Danebury News reports that the match between Mr. Ware and Mr. Neill was agreed to be drawn, in consequence of Mr. Neill going to reside in Philadelphia. The score was Ware 2. Neill 3.

The Bridport Farmer says, "We notice that in Hartford they assess Chess Editors for the construction of

sewers and street improvements the same as common people." Well, there would be a row if any Chess player were taxed in this country, even for sewers. Either by statute Chess players are believed to be exempt, or else by nature they never have anything to tax. We never heard of a Chess player paying anything. Even for the WESTMINSTER PAPERS no Chess player ever pays a subscription. The proprietors provide the Papers gratis, for the gratification of Chess players, and they receive, as recompense, abuse at home, and praise abroad.

We were in great fear of having no American marvel to announce this month, but we evidently reckoned without our host, and to show how miserable was our delusion in supposing that Brother Jonathan could not manufacture wonders at the rate of one a month, the accompanying problem is taken from the clever and amusing Chess column of the *Hartford Times*. Its conditions are, either to play and mate or compel self-mate in two moves, and the pieces are arranged, it will be observed, in the form of the three initials J. G. W. This specimen of misapplied genius is enough to take away one's breath, and English composers, with their orthodox three and four movers, will now more than ever need to hide their diminished heads. Mr. Babson is evidently determined to witch the world with dazzling feats of Chessmanship; a few more such compositions will about do it for him.

Presenting the letters "J. G. W.," respectfully inscribed to John G. White, by Joseph N. Babson, Pigeon Cove, Mass.

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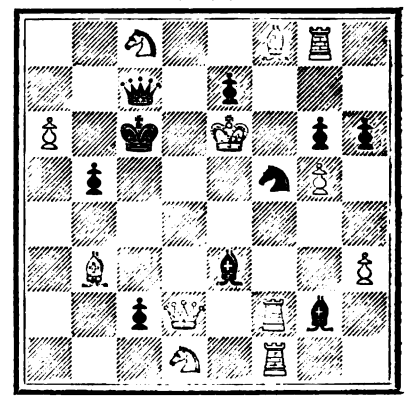

WHITE.

Either to play and mate or self-mate in two moves.

AUSTRALIA.—From *Town and Country* we learn that fifteen players entered for the Adelaide Cup; the list including all the best players of South Australia; except Mr. Fullarton, the present holder. From the *South Australian* we learn that Mr. Masters, a player in the 2nd class, is the top scorer. He will now have to play for the cup against Mr. Fullarton, at the odds of Kt and move. This scarcely seems a good system, for the holder of the cup should be the best player.

The same paper published one of our Vienna games, but forgot to mention the fact that it was ours. In the following week the Editor made the amend, and added, "It is better to be a respectable beggar than an honest thief." We believe there is now no paper left (we do not think there ever was one in Australia) who would steal a game from another paper. This is somewhat different to the state of matters a few years ago. On the occasion of the Baden Tourney we published eight games, before any other paper in England had one, and these eight games, and these eight only, appeared in the *Illustrated*, *Land and Water*, and *Era*, until we published some more, and, curiously enough, not one of these appeared in any two papers. From that day to this, neither of these three respectable journals ever acknowledged the soft impeachment. If we have done nothing else in the last six years, we certainly stopped that kind of cribbage.

The following are the names of the gentlemen who represented New South Wales in the match by telegraph against South Australia: R. Smith, C. M. Fisher, T. J. Ryan, W. Crane jun., W. Ridley Walker, and H. Wabach; in case of emergency, Messrs. G. G. Heydon, Brown and Slade were added. Mr. Cunningham umpire for Adelaide, and Mr. Vincent Brown for South Australia. Time limit, two hours for 30 moves. This is the third contest between the colonies; New South Wales won the two previous matches. The play commenced on the 25th May, but the telegraph line seems to have been in bad order, and play did not progress as quickly as expected. South Australia was represented by Messrs. Hindmarsh, Steele, Fullarton, Mann, Scott, Beyer and Tyrell. The unfinished games were adjourned, and, at the conclusion of the second evening, it was found that New South Wales had again won, by 4 to 1, and 2 draws. The winners were Fisher, Crane, Smith and Ridley (New South Wales); for South Australia, Fullarton. Last year Messrs. Ryan and Steele were paired and drew. This year the same result occurred. In 1872 and 1874 Mr. Walker and Mr. Mann played against each other, and each time the result was a draw.

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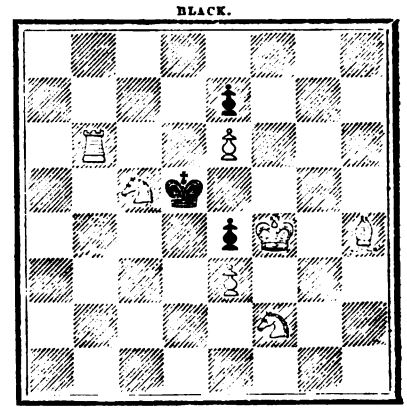


WHITE.

White to play and mate in four moves.

The accompanying problem is a good example of Australian skill in problem construction, and as it might prove interesting for our Chess brethren to know what is thought of their compositions at home, we shall be most happy to receive the opinions of our reviewers upon it. Although published in the *Adelaide Observer*, under the *nom de plume* of "St. Just," its author is Mr. Tyrell, a well known name in Australian Chess circles, and not altogether a stranger to our readers.

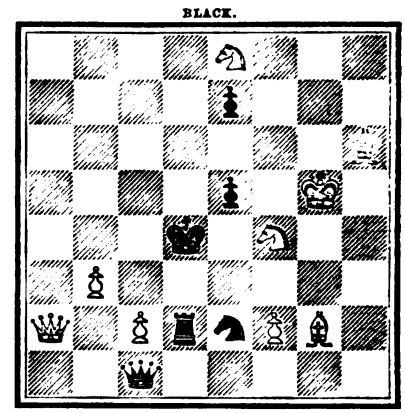
FRANCE.—We learn that Herr Rosenthal is hard at work on a book of the Chess Openings, which will appear in four or five months.

AUSTRIA.—The proceedings of the Vienna Tournament will be published by Lehner and Co., Leipsic, in about two months' time.

SCOTLAND.—From the *Glasgow Herald* we learn that the following gentlemen are the winners of the Edinburgh Chess Club prizes :—1st, Dr. Frazer (this position has been won by the Dr. fourteen times in succession), the Donaldson gold medal. 2nd, silver cup, Col. Robertson. 3rd, Mr. John Macfie. 4th, Mr. Christopher Meikle. 5th, Mr. M'Arthur.

ENGLAND.—It was our duty last month to chronicle the advent of a new composer belonging not to human mould. This time we have another phenomenon to notice, happily not unearthly. The problem printed in the margin is the production of Master B. M. Allen, a boy under 10 years of age. If it is entirely his own composition, it reflects the greatest credit upon him, for it is well worthy of an experienced hand. We believe Master Allen enjoys the honour of being the youngest composer on record, and we can only hope that he will fulfil the promise thus early held out, of being a leading composer, at no distant date.

On Wednesday, the 8th ult., Herr Zukertort played blindfold against ten strong players of the City of London Club, winning five, losing one, and drawing four. The games being unfinished, an adjournment took place to the following Friday. The whole performance took but six hours. We append one of the games :—



White to play and mate in three moves.

Evans Gambit declined.

White. Mr. J. H. ZUKERTORT.	Black. Dr. BALLARD.	White. Mr. J. H. ZUKERTORT.	Black. Dr. BALLARD.
1 P to K 4	1 P to K 4	18 B to K 3	18 P to Q R 3
2 Kt to K B 3	2 Kt to Q B 3	19 Kt to B 4	19 Kt to Q 5 ch
3 B to B 4	3 B to B 4	20 B takes Kt	20 B takes B
4 P to Q Kt 4	4 B to Kt 3	21 Kt to R 5	21 R to R 2
5 P to Kt 5	5 Kt to R 4	22 Kt to Kt 3	22 B to B 6
6 Kt takes P	6 Kt to R 3	23 K to B 3	23 P to Kt 3
7 P to Q 4	7 P to Q 3	24 Kt to B sq	24 B to K 3
8 B takes Kt	8 P takes Kt	25 Kt to K 2	25 B to Kt 5
9 B takes Kt	9 Q takes P	26 R to Q R sq	26 P to Q R 4
10 Q takes Q	10 B takes Q	27 Kt to Kt 3	27 B to Q 2
11 B takes R	11 B takes R	28 Kt to B 5 ch	28 K to B sq
12 B to Q 3	12 K to K 2	29 Kt to K 3	29 B to B 6
13 B to Kt 7	13 B to K 3	30 R to R 2	30 P to R 5
14 B to R 6	14 B takes P	31 Kt to Q 5	31 B to Q 5
15 Kt to Q 2	15 B to B 6	32 P to B 3	32 B to Q B 4
16 K o K 2	16 P to Q B 4	33 K to K 2	
17 P takes P *en pass*	17 Kt takes P	And the game was given up as a draw.	

The Committee for adjudicating the prizes in the British Chess Association Problem Tourney, continues to prosecute its labours with an energy and zeal that promises a final announcement of award *some* day. The instalment received by us this month, gives the special prize for the best three mover to one of the set bearing the motto, "Where's the master? Play the men," which will be found in the *Westminster Papers* for May 1873, No. 261.

BARBIER'S "REMARKS ON PROBLEMS."

To the Editor of the WESTMINSTER PAPERS.

SIR,—Your correspondent, M. Barbier, in his article (page 43 of your last number) entitled "Remarks on Problems," has fallen into a grave error, to which, with your kind permission, I venture to call attention.

I allude to the bold, I might even call it *rash* assertion, that "Herr Meyer's last two mover in the *English Mechanic* contains a Rook, a Bishop and two Pawns altogether useless."

I was much surprised at such a charge being made against the composer in question, since I know well,

not only his general accuracy, but also his strong aversion to the employment of superfluous pieces. It seemed to me therefore highly improbable that he should have suddenly relapsed into such a very juvenile style of composition. A careful examination of the assailed stratagem soon dissipated all doubt in my mind on the subject.

There is absolutely not one useless piece or Pawn in the position! I enclose diagram. If you will, in justice to the composer, give it a corner your readers can judge for themselves. I append, for M. Barbier's information, the reasons why the four pieces he objects to are indispensable, or at any rate perfectly justifiable. 1st. Without the Black Rook White could play 1 B to B 6 check, 2 P mates. 2nd. Were there no Black Bishop at R 2, there would be a dual mate, with Kt or B, in case Black moved 1 P to Q Kt 4. 3rd. If the Black Q Kt P were removed, there would be—*besides the above dual*—no mate in reply to 7 B checks or B to K 6. The Black Pawn at K Kt 4 is *needful*, or Black would stop the mate by R to K Kt 8. The other three Black Pawns are palpably wanted. *Lastly*, If the Black B at R 2, and its attendant Pawn were both off the board, there would be the same dual mate in reply to 14 moves, and were *all* four of the pieces objected to removed, there would follow the same result in answer to five moves.

Should M. Barbier wish for another example of a problem containing useless pieces or Pawns, I beg to refer him to his own composition, No. 398 in March number of the WESTMINSTER PAPERS. Let him remove the White P's at Q 4 and K Kt 7, and the Black P at K 2, further placing the White King at Q 4 in lieu of Q 3; the Solution will be found to work quite as well without these three Pawns, as with them. I shall not follow M. Barbier's example, by trying how many more superfluous pieces I can add to No. 398, or I might perhaps make as great a scarecrow of it as M. Barbier has attempted to make of Herr Meyer's two mover.

I am, Sir, your obedient Servant, H. J. C. ANDREWS.

By H. MEYER, from the *English Mechanic*.

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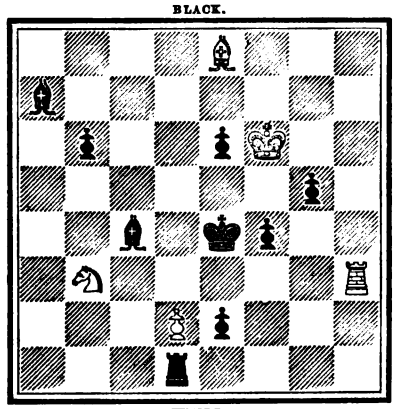

WHITE.

White to play and mate in two moves.

By G. E. BARBIER.

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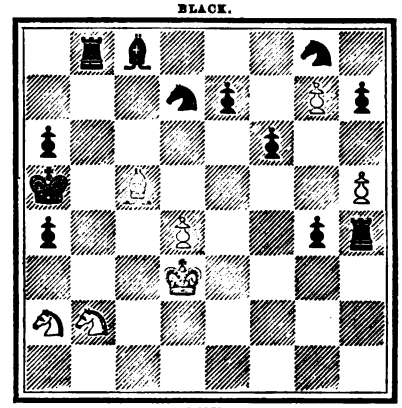

WHITE.

White to play and mate in ten moves.

OUR PROBLEMS REVIEWED.

No. 416, by F. HEALEY (May No.)—"Comparatively easy for this composer," H. J. C. A.—"Very ingenious," J. N. K.—"Good, but easy," R. W. J.—"Cold-blooded in the extreme," T. R. H.—"Capital," S. H. Thomas.—"Poor," W. Nash.

No. 426, by G. E. BARBIER.—"An elegant problem," T. R.—"Very ingenious," J. N. K.—"A masterly stratagem," H. J. C. A.—"Exceedingly neat," W. Nash.—"Excellent," R. W. J.—"Black's apparent freedom is deceptive," T. R. H.

No. 427, by DR. GOLD.—"Good," T. R.—"Easy, though pleasing," J. N. K. "Very pretty indeed," H. J. C. A.—"Most pleasing and ingenious," W. Nash. R. W. J. is wrong, Kt to K Kt 4 will not answer.—"Very elegant," T. R. H.

No. 428, by W. B. MASON.—"An old story," T. R.—"Very neat," J. N. K.—"A very good problem," H. J. C. A.—"Neat, but simple," W. Nash.—"Very good," R. W. J.—"A pleasing amount of variation," T. R. H.

No. 429, by R. of B.—This problem unfortunately admits of no solution, the author having overlooked Black's defence of Q to K 5. In regard to certain remarks by some of our correspondents, we may say that it was well worthy of any solver's attention had it been correct, and we trust to submit the idea in a perfect form to our readers at a future date.

No. 430, by J. W. ABBOTT.—"Very nicely constructed," T. R.—"Neat," J. N. K.—"Good," H. J. C. A.—"Very poor," W. Nash.—"Possesses no difficulty," R. W. J.—"Simple," T. R. H.

No. 431, by A. C. PEARSON.—"A problem of some merit," T. R.—"Good, but dual moves abound," J. N. K.—"An

agreeable specimen of Knight play," H. J. C. A.—"A praiseworthy problem," W. Nash.—"The best of the three-movers," R. W. J.—"Hopelessly fogged: can it be done?" T. R. H. "It can," ED. *W. P.*

No. 432, by F. W. LORD.—"Skilful manipulation," J. N. K.—"Hardly up to this composer's standard," T. R.—"Pretty, but easy," H. J. C. A.—"Devoid of interest," W. Nash.—"Very ingenious: next in merit to 431," R. W. J.—"Spoilt," T. R. H.

No. 433, by G. B. STOCKER.—"Obvious," T. R.—"Extremely pretty," J. N. K.—"Elegant, though commencing with a check," H. J. C. A.—"Quite refreshing," W. Nash.—"Pretty and good," R. W. J.—"Neat, but rather obvious," T. R. H.

No. 434, by J. MENZIES.—"Well constructed and difficult," T. R.—"A magnificent combination," J. N. K.—"One of the best four-movers I have solved for a long while," H. J. C. A.—"A first-class problem," W. Nash.—"Good construction," R. W. J.—"Still under consideration, the Queen being off her usual track," T. R. H.

No. 435, by W. C. COTTON.—There is no solution to this problem, the author's intended reply to Black's defence of B to Q B 3 being frustrated by the play of the Black Knight. It is worthy of note, however, that no less than four of our best solvers sent in what purported to be solutions.

No. 436, by R. W. JOHNSON.—"A very poor composition, its author should study the art of construction," T. R.—J. N. K. is wrong, Kt to Kt 3 will not do.—"Subtle, difficult and rich in variations," H. J. C. A.—W. Nash is wrong, Kt to Q Kt 5 will not solve the problem in 3 or 4 moves either. T. R. H. also tried Kt to Q Kt 5, and was so long in discovering the move to prolong Black's agony beyond the 4th move, that he tired of it.

Since the above was in print, Mr. Andrews and Mr. Nash have pointed out that there is no Solution to No. 436 if Black play 1 Q to Q R 3.

No. 437, by A. TOWNSEND.—"Tempting, but simple," J. N. K.—"Obvious," H. J. C. A.—"Very simple," W. Nash.—"A good puzzle," R. W. J.—"Poor Black," T. R. H.

No. 438. by Dr. LABONE.—"Interesting in actual play," J. N. K.—"An adroit stroke," H. J. C. A.—"Ingenious and pleasing," W. Nash.—"Weak and uninteresting," R. W. J.—"Simple," T. R. H.

ANSWERS TO CHESS CORRESPONDENTS.

WE must again request our Correspondents to address themselves to the Editor, and not to any one who is supposed to be connected with the *Papers*.

H. J. C. A.—You will see we have complied with your request.

W. NASH.—Considering the circumstances, Reviews in by the 26th inst. will be in time. We cannot possibly grant later. The other matter was owing to the Reviews being shut out, where the error in question was properly noticed, but at any rate, the rectification of your mistaken solution came too late for any notice to be taken, so far as you were concerned.

T. HAZEON.—The problem is scarcely worthy of you, and possesses neither variation nor difficulty. Let us have another and a better specimen of your skill.

W. B. M.—Thanks for problem, which is very neat.

S. H. THOMAS.—We are glad to hear from you again, and trust the extension of time will suffice your wants. The problem is very welcome.

J. K. AND E. N. F.—We regret, for many reasons, being compelled to decline your very ingenious productions, but if you will turn to our June No. last year, you will find a problem of which the present is but a correction, in one of the competing tourney sets, and as they are still *sub judice*, it would be most impolitic on our part to give any clue to the authorship.

C. H. ALLEN.—The problem is indeed remarkable for so young a composer, and we have endeavoured to do it due honours.

V. N. P. (Mexico).—Of the last batch of problems, Nos. 91, 151 and 155 have been published, the others are wrong. We shall be most happy to hear any Chess news from Mexico.

DEUTSCHE SCHACHZEITUNG.—We must have missed your notice, or we should certainly have sent the September No. of 1872. We do so now with great pleasure.

J. H. D. G.—The proposed variation in the Allgaier Gambit is not sound, because, at the 16th move, White does not take the B, but plays first Q to K 2.

H. B. (Nottingham).—Staunton's Handbook, for your purpose, is out of date. We should think Mr. Long's two books are probably the best you can have.

We again remind our subscribers that their subscriptions are payable in advance, and the price of back numbers is increased to 1s.

PROBLEMS.

PROBLEM No. 487.—By D. CLARKE (Barnaul).

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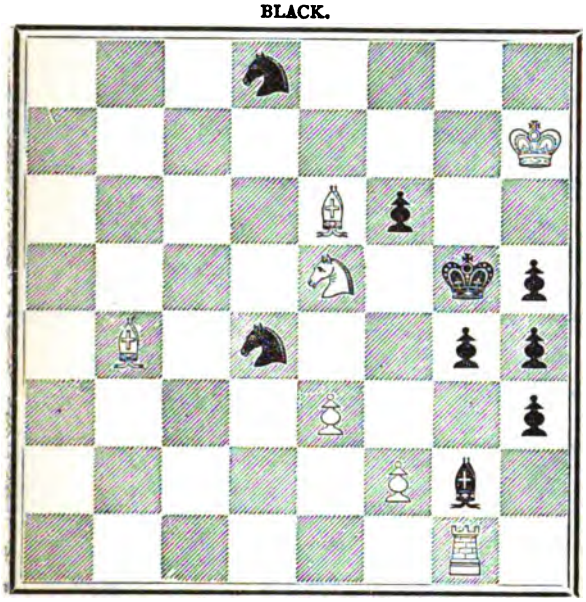

WHITE.

White to play and mate in three moves.

PROBLEM No. 488.—By F. W. LORD.

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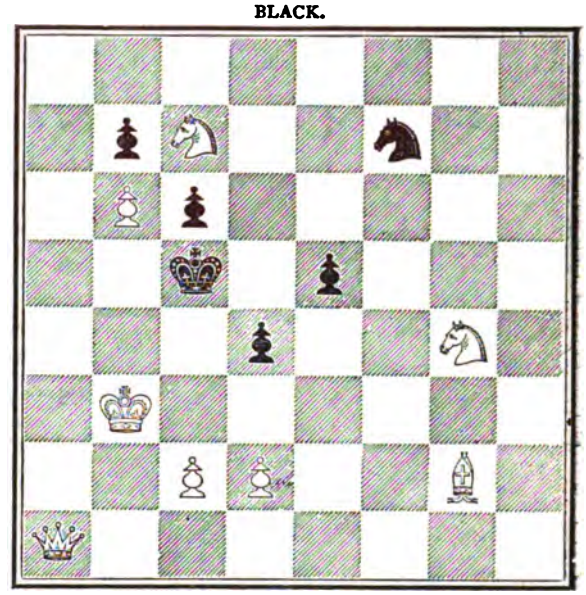

WHITE.

White to play and mate in three moves.

PROBLEM No. 489.—By P. D. PHILLIPS (Victoria).

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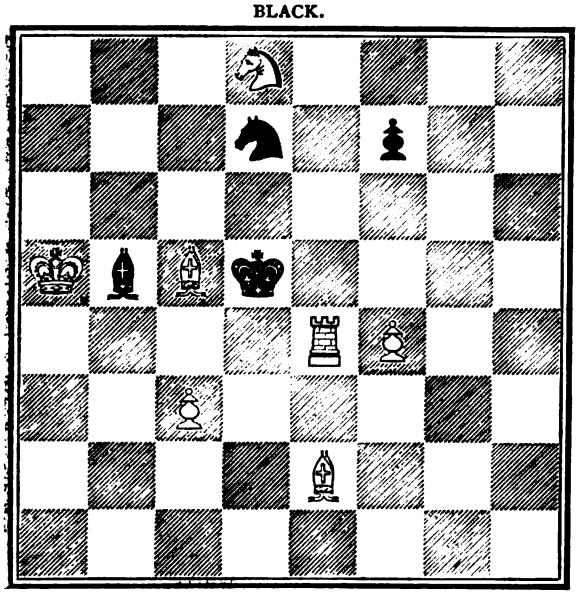

WHITE.

White to play and mate in three moves.

PROBLEM No. 490.—By J. N. KEYNES.

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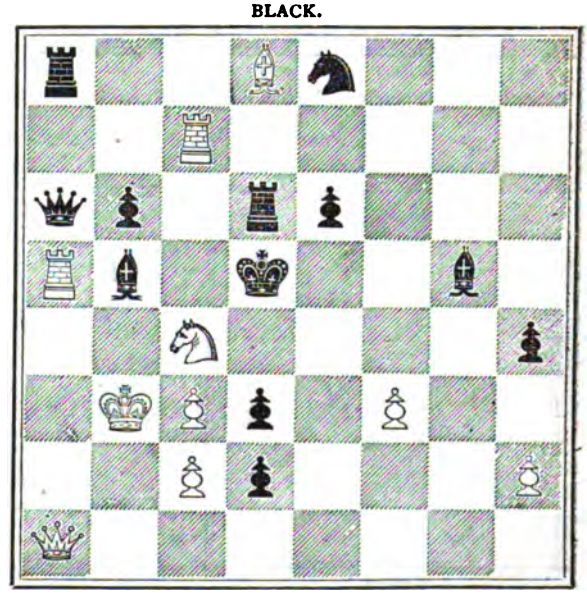

WHITE.

White to play and mate in four moves.

PROBLEMS.

No. 491.—By W. C. COTTON.

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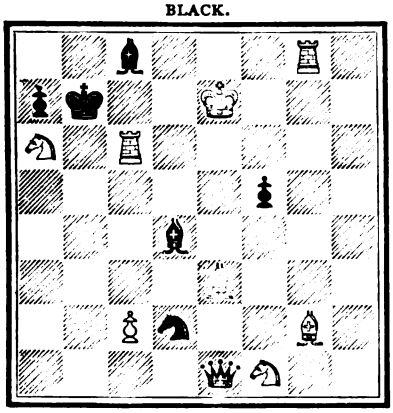

WHITE.

White to play and mate in two moves.

No 492.—By W. COATES.

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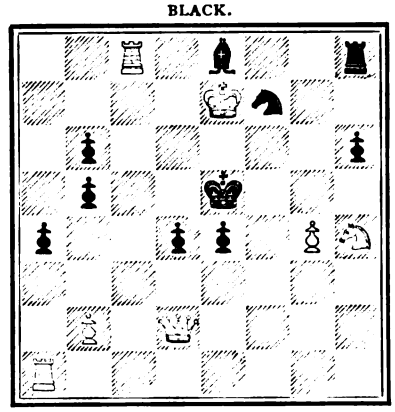

WHITE.

White to play and mate in three moves.

No. 493.—By W. B. MASON.

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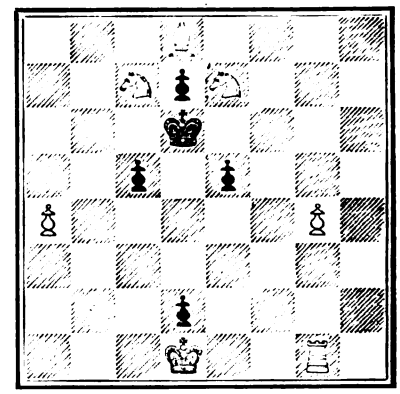

WHITE.

White to play and mate in three moves.

No. 494.—By A. CYRIL PEARSON.

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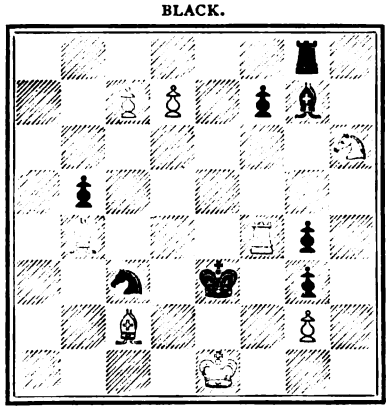

WHITE.

White to play and mate in three moves.

No. 495.—By J. W. ABBOTT.

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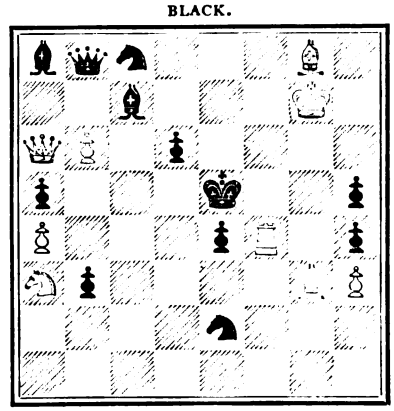

WHITE.

White to play and mate in four moves.

No. 496.—By J. MENZIES.

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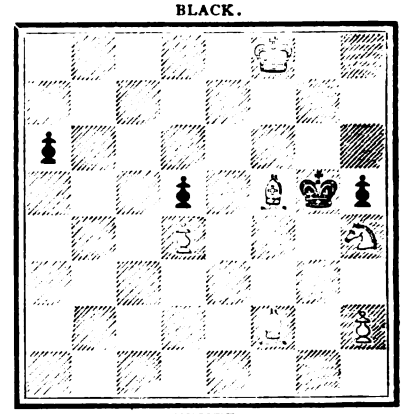

WHITE.

White to play and mate in four moves.

No. 497.—By V. N. PORTILLA.

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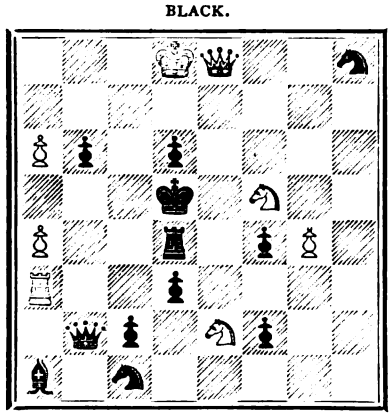

WHITE.

White to play and mate in four moves.

No. 498.—By R of B.

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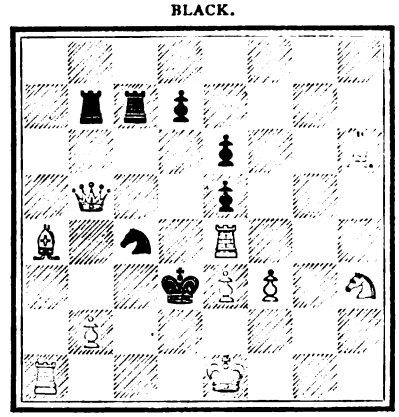

WHITE.

White to play and compel self-mate in four moves.

No. 499.—By S. H. THOMAS.

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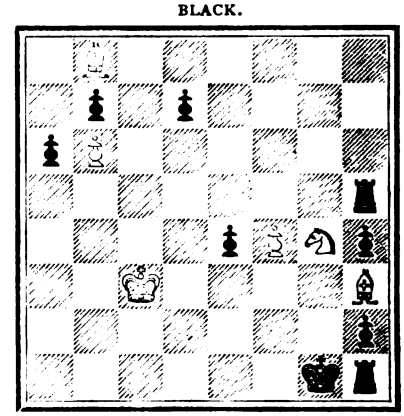


WHITE.

White to play and mate in eight moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 266.

The following are two of the games played at the Chicago Congress.

Queen's Gambit declined.

White. Mr. Perrin.	Black. Gen. Congdon.
1 P to Q	1 P to Q 4
2 P to Q B 4	2 P to K 3
3 P to K 3	3 Kt to K B 3
4 Kt to Q B 3	4 B to K 2
5 B to Q 3	5 Castles
6 Kt to K B 3	6 P to Q Kt 3
7 Castles	7 B to Kt 2
8 P takes P	8 Kt takes P (a)
9 P to K 4	9 Kt to Q Kt 5
10 B to Kt sq	10 P to Q B 4
11 P to Q R 3	11 K Kt to Q R 3
12 P to Q 5	12 P takes P
13 P takes P	13 Kt to Q B 2
14 Q to Q 3 (b)	14 P to Kt 3
15 R to Q sq	15 B to K B 3
16 B to R 2	16 Kt to K sq
17 B to R 6	17 Kt to Kt 2
18 Q R to Kt sq	18 Kt to R 3
19 Kt to K 4	19 R to Q B sq
20 P to K Kt 4	20 R to K sq
21 P to Kt 5	21 B to K 4
22 Kt takes B	22 R takes Kt
23 Q to Q B 3	23 Q to K 2
24 P to Q 6 and wins.	

(a) The simple and sound reply, P takes P, would give Black the better game. The capture with the Knight, followed up by a most unfortunate trip of this "errant Knight," leads to a disastrous end.

(b) White pursues now, to the finish, the attack in a very vigorous style.

GAME 267.

Giuoco Piano.

White. Max Judd.	Black. Capt. Mackenzie.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 Castles	4 Kt to K B 3
5 P to Q B 3 (a)	5 P to Q 3 (b)
6 P to Q 3	6 B to Kt 3 (c)
7 B to K Kt 5	7 P to K R 3
8 B to R 4	8 P to K Kt 4
9 B to Kt 3	9 P to K R 4
10 Kt takes Kt P	10 P to R 5
11 Kt takes P	11 Q to K 2
12 Kt takes R	12 P takes B
13 Kt to B 7	13 P takes B P ch
14 K to R sq	14 Q B to Kt 5 (e)
15 Q to Q 2	15 Kt to Q R 4
16 Kt to R 6	16 Kt takes B
17 P takes Kt	17 Kt takes P (f)
18 Q to Q 3	18 Q to Kt 4
19 Q takes Kt	19 B to Q 2
20 Q to R 7 (g)	20 Castles
21 Kt to B 7 (h)	21 Q to K 2
22 Kt to Q 2	22 R to B sq
23 Kt takes P ch	23 Q takes Kt
24 Kt to K 4	24 Q to Q 6
25 Q to Kt 7 (i)	25 R to Q sq
26 Kt takes P	26 Q to B 7
27 Q R to Q B sq	27 Q to B 4
28 Q R to Q sq (k)	28 B takes Kt
29 R to Q 2	29 B to K 3
30 R takes R ch	30 K takes R
31 R to Q sq ch	31 K to K sq
32 Q to R 8 ch	32 K to B 2
33 Q to Q 8	33 B to Kt 3
34 P to B 5	34 B takes P
35 Q takes P ch	35 B to K 2
36 Q takes Kt P	36 P to K 5
37 Q takes R P	37 Q to B 5
38 R to K sq	38 B to B 5
39 P to Q Kt 4	39 B to Q 6
40 P to Q R 4	40 Q to Q 7
41 Q to Kt sq	41 B to B 3
42 P to R 3	42 B takes P
43 R to Q sq	43 Q to K 7
44 P to Kt 5	44 P to K 6
45 P to Kt 6	45 B to K 5
46 R to Q 7 ch	46 K to K 3
47 R to Q 8	47 K to K 2
48 R to Q B 8	48 B takes P ch
49 Q takes B	49 Q to Q 8 ch
50 Q to Kt sq	50 P to K 7
51 R takes B	51 Q takes Q ch and wins.

(a) Not quite sound, as Black can safely capture the K P.

(b) The strongest continuation is here 5 Kt takes P; if then

6 P to Q 4	6 P takes P
7 P takes P	7 P to Q 4
8 B to Q Kt 5	8 B to Q 3

and Black is a Pawn a-head, and has a good position.

If 6 B to Q 5	6 Kt takes B P
7 R takes Kt	7 B takes ch
8 K takes B	8 Kt to K 2

and Black has Rook and two Pawns against Knight and Bishop.

(c) We miss to see the object of this move.

(d) Very injudicious: White exposes himself, by this move, to an immediate attack against his King's side.

(e) 19 K Kt to Kt 5 was perhaps better.

(f) This move, and the following manœuvres, are certainly not sound, and ought to lose the game.

(g) 20 Q takes P would have prevented, for a long time, the co-operation of the adverse Rook.

(h) We would prefer the simple development by Kt to R 3.

(i) If 25 Q R to Q sq, Black would win by 25 Q takes R.

(k) A miscalculation, which throws away a won game; White overlooked Black's 29th move.

(l) A nice final combination, which forces the game.

GAME 268.

Sicilian Opening.

Remove White's Q Kt.

White. Capt. Mackenzie.	Black. Mr. Ware, of Boston.
1 P to K 4	1 P to Q B 4
2 P to K B 4	2 Kt to Q B 3
3 Kt to K B 3	3 P to Q R 3
4 P to Q B 3	4 P to Q 4
5 P to K 5	5 B to Kt 5
6 B to K 2	6 P to K 3
7 Castles	7 P to B 4
8 P to K R 3	8 B takes Kt
9 B takes B	9 B to K 2
10 P to Q 4	10 Kt to R 3
11 B to K 3	11 P takes P
12 P takes P	12 Kt to B 2
13 P to K Kt 4	13 P to K Kt 3
14 P takes P	14 Kt P takes P
15 K to R 2	15 Q to Kt 3
16 Q to Q 2	16 Castles Q side
17 P to R 3	17 Kt to R 4
18 P to Kt 3	18 K to Kt sq (a)
19 K R to Q Kt sq	19 K R to K Kt sq
20 Q to Q 3	20 R to Kt 2
21 P to Kt 4	21 Kt to B 5
22 B to Kt sq (b)	22 Q R to Kt sq
23 P to Kt 5	23 P to Q R 4
24 R to R 2	24 Kt to K R 3
25 B to K B 2	25 Kt to Kt 5 ch (c)
26 P takes Kt	26 P takes P
27 P to B 5 (d)	27 P to Kt 6 ch (e)
28 B takes P	28 R takes B
29 P to B 6	29 B takes B P
30 R to K Kt 2 (f)	30 R takes R ch
31 B takes R	31 Q to Q B 2
32 K to R sq	32 B to Kt 4
33 P to Kt 6 (g)	33 Q to K B 2
34 Q to R 3	34 B to K 6
35 R to K B sq	35 Q to K Kt 3
36 P to R 4	36 B takes P
37 R to B 6	37 Q to Kt 2
38 R takes P	38 Kt to K 6
39 R to Q 6	39 Kt takes B (?) (h)
40 R to Q 7	40 Q takes P (?)
41 R takes Kt P ch	41 K takes R
42 Q to Q 7 ch	42 K takes P
43 Q to Q Kt 5 ch (i)	43 K to B 2
44 Q to B 6 ch	44 K to Q sq
45 Q to Q 7 ch	45 K takes Q
Stale-mate.	

(a) If

	18 Kt takes P
19 Q to B 3 ch	19 K to Kt sq
20 Q R to Kt sq, winning a piece.	
If	18 Q takes P
19 Q takes Kt	19 Q takes B
20 Q R to B sq ch	20 K to Q 2
21 Q to R 4 ch	21 P to Kt 4
22 Q takes R P	
(Or)	
	20 K to Kt sq
21 Q to B 7 ch	21 K to R sq
22 Q takes B	

(b) I think 22 B to B 2 was better.

(c) Very well played; in fact, too good for a receiver of the odds of a Knight.

(d) White's game is hopeless, whatever he plays.

(e) 27 P takes B, or 27 P takes P, would have been better.

(f) If 30 P takes B, Black forces the game by 30 Q to Q 3.

(g) The first step for the last resource, the stale-mate.

(h) This and the following move of Black are just what White wanted. Black ought to be satisfied with the simple winning move, 39 Q takes B ch.

(i) 43 Q to B 6 ch, 43 K to R 2, 44 Q to Kt 7 leads to the stale-mate one move quicker.

GAME 269.

Ruy Lopez.

White.	Black.
Mr. McConnell, of New Orleans.	Capt. Mackenzie.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 Kt to K B 3
4 Castles	4 Kt takes P
5 Q to K 2 (a)	5 Kt to Q 3
6 Kt takes P (b)	6 Kt to Q 5
7 Q to K 3	7 Kt to K 3 (c)
8 B to R 4	8 B to K 2
9 P to Q 4	9 P to Q Kt 4
10 B to Kt 3	10 Castles
11 P to Q B 3	11 B to Kt 2
12 P to K B 4	12 Kt to B 4
13 Q to R 3	13 Kt to R 5
14 Kt to B 3 (d)	14 Kt takes Kt ch
15 P takes Kt	15 P to K B 4
16 P to Q 5	16 B to B 4 ch (e)
17 K to R sq	17 R to B 3
18 P takes Kt	18 P takes P
19 Kt to Q 2	19 Q to Q 6 (f)
20 B to Q sq	20 R to Q sq
21 P to Kt 4	21 B to Kt 3
22 P to R 4	22 P to Q R 3
23 P to R 5	23 B to R 2
24 R to R 2	24 R to R 3
25 Q to Kt 2	25 R to Kt 3
26 Q to K 2	26 Q takes Q B P
27 R to Q B 2	27 Q to Q 5 (g)
28 Q to K sq	28 Q takes B P
29 Kt to K 4 (h)	29 Q takes Kt (i)
30 P takes Q	30 B takes B
31 P to R 4 (k)	31 B takes P ch
32 K to R 2	32 R takes Q
	And wins.

(a) 5 P to Q 4, followed up by 6 Q to K 2, is the usual course.

(b) An unsound continuation; 6 B takes Kt was the proper move.

(c) Black could safely capture the B P, winning the exchange:—

	7 Kt takes P
8 Q to K 2	8 B to K 2

(d) Very injudicious; 14 P to K Kt 3 was the proper reply.

(e) The first move of a long combination, which may be not quite sound, but provides Black, in any case, with a fine and lasting attack.

(f) A move which ought to have been prevented by White, by playing 19 B to B 2. The Black Queen, in this position, makes impossible any development of White's forces, threatening, besides, immediate disaster, by

	20 R to R 3
21 Q to Kt 2	21 R to Kt 3
22 Q to R 3	23 B to K 6
23 Kt to Kt sq	23 Q takes R ch

forcing the mate in two more moves.

(g) Threatening mate in two moves.

(h) The move in the text leads to immediate disaster, but White has no good move.

(i) This beautiful final combination is perfectly sound.

(k) If 31 Q takes R, mate follows in three moves.

GAME 270.

Played at Simpson's Divan on the 10th June 1873.

Centre Gambit.

White.	Black.
Mr. De Vere.	Mr. G. MacDonnell.
1 P to K 4	1 P to K 4
2 P to Q 4	2 P takes P
3 P to Q B 3 (a)	3 P to Q 4 (b)
4 Q takes P	4 B to K 3
5 Kt to B 3	5 Kt to Q B 3
6 B to Q Kt 5	6 P takes P
7 Q takes P	7 Q to Q 4
8 Q takes Q	8 B takes Q
9 Q Kt to Q 2	9 Kt to K B 3
10 Castles	10 Castles
11 P to B 4	11 B to K 3
12 B takes Kt	12 P takes B
13 Kt to Kt 5	13 R to K sq
14 R to K sq (c)	14 B to Q B 4
15 Kt takes B	15 Kt to Kt 5 (d)
16 Kt takes B (e)	16 R takes R ch
17 Kt to B sq	17 R to Q sq
18 Kt to Kt 3	18 K R to Q 8
Resigns.	

(a) This form of the Centre Gambit is not quite sound. After the moves 3 P takes P, 4 B to Q B 4, 4 P takes P, 5 B takes P, 5 B to Kt 5 ch, 6 Kt to B 3, 6 Kt to K B 3, White's attack is no equivalent for the loss of two Pawns.

(b) A perfectly sound answer, which leads to an even game.

(c) Very injudicious; the proper course was 14 Kt takes B, 14 R takes Kt, 15 Kt to Q Kt 3. The Rook is now on a dangerous square.

(d) The offered sacrifice of the two Bishops against a Rook is quite sound, as, with the assistance of the other Rook, he must win a piece.

(e) Suicidal. White could, even now, obtain an equal game, by 16 Kt to K 4, 16 R takes Kt, 17 B to Q 2, 17 B to Q 5, 18 B to B 3, 18 P to Q B 4.

GAME 271.

Played, a few weeks ago, at Simpson's Divan.

Evans Gambit.

White.	Black.
Mr. Coburn.	Mr. J. H. Zukertort.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to Q B 3	5 B to R 4
6 P to Q 4	6 P takes P
7 Castles	7 P takes P
8 Q to Kt 3	8 Q to B 3
9 P to K 5	9 Q to Kt 3
10 Kt takes P	10 K Kt to K 2
11 B to R 3	11 P to Kt 4
12 Kt takes P	12 R to Q Kt sq
13 Q to R 4	13 P to Q R 3
14 Kt to Q 4	14 Kt takes Kt
15 Kt takes Kt	15 B to Kt 2
16 P to B 3	16 B to Kt 3
17 Q R to Q sq	17 Kt to B 4
18 Q to Kt 4 (a)	18 B takes P (b)
19 B takes P ch (c)	19 Q takes B
20 R takes B	20 B takes Kt ch
21 Q takes B (d)	21 Kt takes Q
22 R takes Q	22 K takes R
23 R takes Kt	23 K to K 3
Resigns.	

(a) The first 17 moves of this game are identical with variation 3 B in my article on the Evans Gambit (see Westminster Papers, April 1874). The move chosen by Mr. Coburn has the same result as the move in the analysis—the loss of the exchange.

(b) 18 P to Q R 4 would also win the exchange, but the move in the text forces, besides, the exchange of three pieces.

(c) The only reply, avoiding the immediate loss.

(d) If—

21 R takes B	21 R takes Q
22 R takes R	23 Castles
23 Q R to K B 4	23 R to Kt sq
24 R takes Kt	24 R to Kt 8 ch
25 K to B 2 best	25 Q takes P ch
26 K to Kt 3	26 P to K R 3

and Black will win easily.

GAME 272.

Played at Calcutta.

Ginoco Piano.

White.	Black.
Mr. Steele.	Mr. Harrison.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q B 3	4 Kt to K B 3
5 Castles (a)	5 Kt takes P
6 P to Q 4 (b)	6 P takes P
7 P takes P	7 B to Kt 3 (c)
8 P to Q 5 (d)	8 Kt to K 2
9 Q to K 2	9 Kt to Q 3
10 B to Kt 3	10 Castles
11 B to K B 4 (e)	11 K Kt to B 4
12 P to Q 6	12 P takes P
13 P to K Kt 4	13 Kt to Kt 3 (f)
14 B to Kt 5	14 Kt to Q 5
15 Kt takes Kt	15 Q takes B
16 Kt to B 5	16 P to K B 4
17 Kt takes Q P	17 Kt to B 5
18 Q to K B 3	18 P takes P
19 Q to K 4	19 P to Kt 6 (g)
20 Kt to Q 2	20 P to Kt 7
21 Q to B 3	21 P takes R Queening, double ch, and wins.

(a) An unsound move, as Black can safely capture the K Pawn.

(b) If 6 B to Q 5, Black plays 6 Kt takes P, 7 R takes Kt, 7 B takes R ch, 8 K takes B, 8 Kt to K 2, and obtains a slight superiority in forces.

(c) A very weak move. The only course is 7 P to Q 4, and after, 8 B to Q Kt 5, 8 B to Q 3, with a Pawn ahead, and a safe position.

(d) White could here win back the Pawn, with a fine attack, by a most simple course—

8 R to K sq	8 P to Q 4
9 B takes P	9 Q takes B
10 Kt to B 3	10 Q to K B 4
11 R takes Kt ch	11 B to K 3
12 B to Kt 5	

If 12 P to Q 5, Black would answer 12 Castles Q side.

	12 P to K R 3
13 P to Q 5, &c.	

(e) It was more important to develope the Q Knight.

(f) Very well played. Black obtains now a fine counter attack, which he conducts, to the end, in a very vigorous style.

(g) Black is now threatening mate in three moves, by 20 P takes B P (double check), by the next advance of the Pawn mate on the move.

SOLUTIONS AND REVIEWS.

In consequence of the number of problems published last month, we have determined to extend the time for sending in solutions and reviews to the 26th August, up to which date answers for all in the July and August numbers will be received. We trust this concession will meet the requirements of our Correspondents, whose opinions of the Tourney Problems will doubtless be a most interesting feature of so successful an experiment as "Our Problems Reviewed" column has hitherto proved itself.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 189.

Score 4 all.

Spades trumps. Z turns up S Kg.

X's Hand—D Q, Kv; H 5, 2; S Q, 8, 7, 3; C A, Kv, 6, 5, 4.

	A. Picciotti.	X. F. H. Lewis.	B. Webster.	Z. D. Davis.
1	♢ ♢ ♢	♣	♣	♢
2	♠	♣	♣	♣ ♣ ♣ ♣ ♣
3	♣ ♣ ♣	♣ ♣	♣	♠ ♠ ♠ ♠ ♠
4	♢ ♢	♢		♢ ♢ ♢
5	♠	♠ ♠	♢	♠ ♠ ♠ ♠ ♠
6	♣ ♣ ♣ ♣	♠ ♠ ♠	♢ ♢ ♢ ♢	♢ ♢ ♢ ♢
7	♡ ♡ ♡ ♡ ♡	♣ ♣	♣ ♣ ♣	♢
8	♠ ♠	♠ ♠ ♠ ♠	♢	♢ ♢ ♢ ♢
9	♠ ♠ ♠	♢	♡	♡ ♡
10	♠ ♠ ♠ ♠	♢	♣ ♣ ♣ ♣	♡ ♡ ♡ ♡
11	♢	♣ ♣ ♣	♡ ♡	♢ ♢ ♢ ♢
12	♡	♡ ♡	♡ ♡ ♡	♡ ♡ ♡ ♡
13	♡ ♡	♡ ♡ ♡	♡ ♡ ♡	♠ ♠ ♠

HAND No. 190.

Score 4 all. Z turns up D 7.

A's Hand.—H A, 2; D Q, 10, 6, 2; S Q, 10, 8; C Kg, Q, Kv, 9.

	A. C. Mossop.	X. Joshua.	B. Ries.	Z. D. Onslow.
1		♣	♣	♣
2	♠ ♠ ♠ ♠ ♠	♠ ♠ ♠ ♠ ♠	♠ ♠	
3	♠ ♠ ♠ ♠ ♠	♠ ♠ ♠ ♠ ♠	♠	♠
4	♣ ♣ ♣ ♣	♣ ♣ ♣ ♣	♣ ♣ ♣ ♣	♣ ♣
5	♢	♢ ♢ ♢	♢ ♢ ♢ ♢	♢
6	♣ ♣ ♣ ♣	♣ ♣ ♣	♣ ♣	♣ ♣ ♣ ♣
7	♢ ♢ ♢ ♢	♢ ♢ ♢	♢ ♢	♢
8	♠	♡	♡	♠
9	♢ ♢ ♢	♢	♢ ♢	♢ ♢ ♢
10	♢	♡	♡	♡ ♡ ♡ ♡
11	♣ ♣ ♣ ♣ ♣	♡ ♡	♡ ♡	♠
12	♡	♡	♡ ♡	♡ ♡ ♡
13	♢ ♢ ♢	♡ ♡ ♡	♡ ♡ ♡	♠ ♠ ♠

HAND No. 191.

Z turns up Diamond Knave.

Score 3 all.

	A.	X.	B.	Z.
1		♡ ♡	♡	♡ ♡
2	♡ ♡	♡ ♡ ♡	♡	♢
3	♠ ♠		♠	♠ ♠
4	♠ ♠ ♠	♠ ♠		♠ ♠ ♠
5	♢ ♢ ♢	♢ ♢ ♢	♢	♢ ♢
6		♢ ♢ ♢	♢	♢ ♢ ♢ ♢
7	♢ ♢		♡ ♡ ♡	♢ ♢ ♢ ♢
8		♣ ♣	♣	♣ ♣ ♣ ♣ ♣
9	♣ ♣ ♣ ♣		♣ ♣ ♣	♣ ♣
10	♣	♣ ♣ ♣		♣ ♣ ♣ ♣
11	♡ ♡		♠ ♠ ♠	♠ ♠ ♠ ♠
12	♡ ♡ ♡ ♡	♡ ♡ ♡ ♡	♠ ♠ ♠ ♠	
13				

HAND 189.

NOTES.—Trick 1. We prefer the lead of the trump, notwithstanding the King is turned up. The leader finds much greater strength in his partner's hand than he has a right to expect, and yet he loses the game. Trick 7. Z leads the under Club to force his partner to put on the King (turned up). Very pretty. Trick 10. Z now plays to put the lead into A's hand, to make him lead H.

HAND 190.

NOTES.—Trick 1. We frequently see players with Kg, Q, Kv, or Kg, Q, Kv and another, lead the Kv. We desire once more to impress on young players the advisability of leading the orthodox card. The Kv should not be led, except when you have, at least, 5 of the suit. Trick 5. A, having his suit established, the best Spade and the Heart Ace, leads trumps, and persists in his view. Trick 6. The lead of the Club 10 is bad. Trick 8. Z seems to be under the impression that the Spade Queen is with X. We do not think he should have placed the Queen in any other hand than A's. He dare not play so strong a game without this card in his hand. If he had it not, he would know perfectly well that it could not be in B's hand. His only chance seems to us the Heart Knave. Trick 9. The Diamond 7 is turned up, so that the Diamond King must be in X's hand, and the 5 in B's. If the 5 is in Z's hand, or the King, A knows that the two Spades must be good, and the game is over.

HAND No. 191.

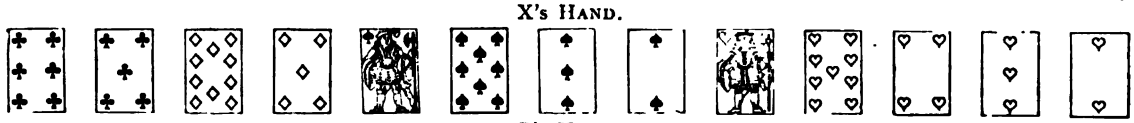
NOTES.—The hand is a very simple one, and has only one point of interest. After trick 4, B, knowing that the three remaining Spades lie with D, and that there is every probability of a cross ruff being established in consequence, leads Ace and another trump, by which he saves the game. This does not constitute skill on B's part, but, alas! how often do we see games thrown away in similar positions, by unskilful players.

No. 94.—DOUBLE DUMMY PROBLEM.

By Mr. J. SOLOMON (Jamaica).

A's HAND.

X's HAND.



B's HAND.

Z's HAND.

A to lead, and A and B to make five by cards. Clubs trumps.

SOLUTION, BY E. J., TO THE DOUBLE DUMMY PROBLEM, No. 93.

1. A leads Diamond 5; X puts on the Qn, and B the Ace; won by B.
2. B leads Heart 8; Z put on the Kv, and A the Ace; won by A.
3. A leads Diamond 4; X puts on the Kg; won by X.
4. X leads Spade 2; B puts on the Kg; won by B.
5. B leads Diamond Kv; A discards a Club; won by B.
6. B leads Diamond 10; A discards another Club; won by B.
7. B leads Heart Kg; X throws the 6; won by B.
8. B leads Heart 10; Z must cover with Qn; won by Z.
9. Z leads Club Kg; B throws the 9; won by Z.
10. Z leads Spade 10; B wins with the Kv; won by B.
11. B leads Spade 8, and A takes Z's Qn with the Ace; won by A.
12. A leads his long Heart; won by A.
13. A leads his remaining Club, and B wins with the Ace; won by B.

NOTES.

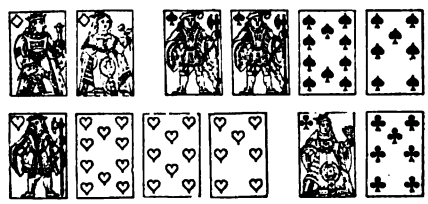
If, at trick 10, Z leads either of his Clubs, B must win this and the following trick in that suit, and at trick 12 leads a Spade, which A wins with the Ace, and then A makes his long Heart. If, at trick 4, X leads Club 10, B must cover with the Kv, which Z takes with the Qn, and then it will appear, from the solution as above fully set out, and the previous observations in this note, that X and Z cannot make more than three tricks.

Solutions by E. J. (Gordon Square), Captain B., E. N. Frankenstein, Z., Fairfax, Brighton Club and M. E.—right. All others wrong.

PIQUET DISCARDS.

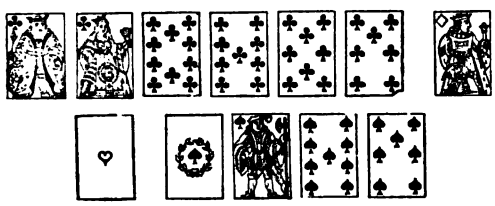
ELDER HANDS.

No. 92.



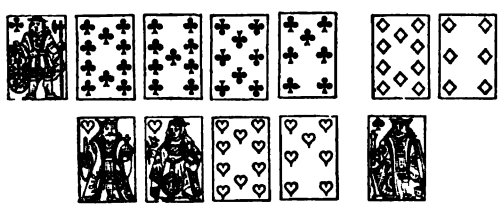
Mr. Webster Discards H Kv, 10, 8, 7; C 7.
Took in D Kv, 10, 9; S 8; C 10.
See No. 99.

No. 93.



Last hand in Rubicon game.
The Player was very much behind.
Mr. Kusel Discards S A, Kv, 9, 7; H A.
Took in C A; D A, Q; S Kg; H Kg.
Made a Repique and Capot.

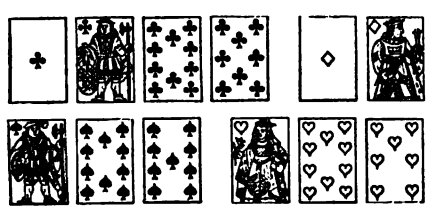
No. 94.



Score love all.

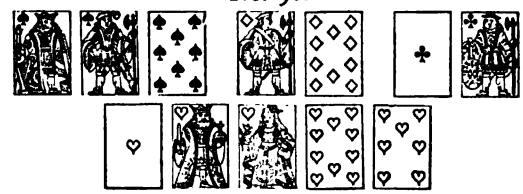
Mr. Kusel Discards H 10, 7; S Kg; D 10, 6.
Took in D A, Kv; S 8; C A, Kg.
Made 74.

No. 95.



Mr. Bianchi Discards D K; H Q 7; S Kv, 9.
Took in C Kg, Q; D 10, Kv, 8.
Won the game.

No. 96.

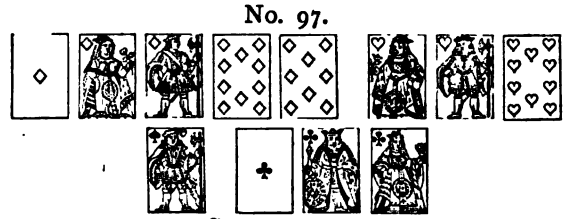


Score 3 to 39.

Mr. Bianchi Discards C A; S Kg, 8; D 10; H 7.
Took in S A, 9, D 8; H Kv; C 7.
Made Point, Quint and Quatorze, and a double game.

YOUNGER HANDS.

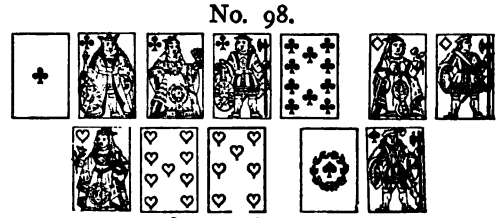
No. 97.



Score 67 to 90

Mr. Hilsen Discards C A, Kg, Q.
Took in D Kg; H 9, 8.
The two Quints and 3 Kvs made game.
The cards were not good, as the Elder Hand had seven Spades. The Discards, in our judgment, were much too risky. Why not C A, Kg; H 10.

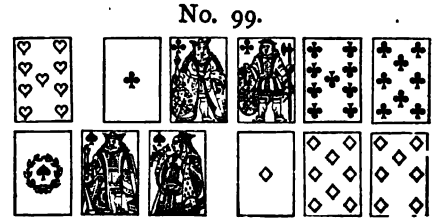
No. 98.



Score 76 to 90.

Mr. Hilsen took no card.
The cards left were H Kg, 7; D 10.
The Quint, 3 Queens and 3 Knaves were good, and the player therefore won the game.

No. 99.



The Discard D 8, 7; H 9.
Took in H A, Kg, Q.
Elder Hand made 96.
Younger Hand made 70.
Companion hand to No. 92. Two remarkable scores

WHIST JOTTINGS—SIMPLICITY.

It has been our endeavour, by precept and example, to make the game of Whist as simple and easy as it is possible to be made. Others, we are aware, make it confused and difficult. For our part we think the game, no matter how played, is a sufficient strain on an ordinary mind. Assuming that we give full attention to the subject in hand, few are capable of grasping all the points that occur in a given rubber. We are led to make this remark from the observations that we have heard respecting the instructive hand we gave last month. Men say, "True, in a study, the inferences the writer has drawn seem sound enough. But who, amongst players, at the pace we play, could take all that into one's head?" The hand happens to be remarkably simple, and if the lesson cannot be learned in that case, surely there can be no object in trying to mystify the players in hands which will necessarily be less intricate. In this matter of simplicity it always seems to us that amongst that class who take our view there are many who do not take sufficient pains to give their partner information. Two or three times in the past month we have desired to know what was our partner's best suit. There is one suit that we know already cannot be his suit; but of the other two we are in complete ignorance. We want to know. We have an inquiring mind, and we want to use any information our partner will give us, for the common benefit. If our partner would try to place himself in our position he would see the importance of letting us know what not to lead. Take an example. Original lead of a Club. Second hand, we win with the Knave, having Ace, Queen, Knave. We lead out trump, and in the third round our partner does not follow suit. He discards Club. He gets another discard, and he discards Club again. We assume that he has kept another Club, in order to give it to us if ever he gets in; but why cannot he tell us, by his second discard, which of his other two suits is his best. Over and over again have we failed to win a game because our partner would not tell us which of the other two suits he desired us to lead. They say they played by rule, and threw away their weakest suit. Quite true, but we knew the fact that they were weak in this suit. We do not thank you for telling us what we know. Tell us what we do not know, and we are obliged to you. Take another case. Third hand wins with the Knave, and we, original second player, afterwards get in, and lead trump; if our partner discards the suit in which he could not beat the Knave, he tells us nothing. He should, by his discard, tell us his strong suit.

To give another instance, A and B are partners, and the 2nd round of the suit shows that they have the whole Diamond suit between them. Another suit is led, in which A is void. He passes the trick, and throws away a Club. Now how are we, B, to read this line of play? We said to ourself, Partner has five Diamonds, this is certain; so much we can count. He does not trump a doubtful card, and he does not throw away a Diamond. He therefore thinks he has sufficient strength to bring in the Diamond suit. The next card led was a Club (of which our partner has thrown one away), we put on Ace, and our partner followed suit; on which we lead trumps, and lose the game. Our partner, one of the most shrewd men of our acquaintance (away from the card table), considers that we played like an ass, and that we were bound to lead him another Club to trump. This, to our thinking, is painting the lily. It is another instance of a player, seeing his own cards, and knowing his own plans, finding fault with us for not seeing his cards, and knowing his plans. He could, had he chosen, have trumped the Heart suit, to which he discarded the Club. He could then have led his Club, which we win with our Ace, and we could then have given him the best Heart, if we had it, or the worst Heart for another trump. If the savage critics would try to place themselves in the position of the player possessed of his knowledge, and not possessed of the knowledge the critic has, it would, we think, soon put a stop to that Whist curse—criticism, followed by noise and wrangling.

Another point we have often observed. A signals; he wins a trick, and does not lead trumps. How are we, when next we get in, to read this? If we treated A as of the Clay school, we should say: A has changed his mind. Something has occurred between the signal and the opportunity he had had of leading trumps, which has made him have reason to think it would not do to lead trumps. He hung out the pennant, as he had a right to do; and now he has hauled it down, as he had an equal right to do. But if A be of that school (a very numerous class) who signal for the love of signalling, as the child blows its penny trumpet, without any reason, except the love of making a noise, then we should have to assume that A wanted us to lead trumps for the sake of the finesse. A man may be so clever that he knows all the peculiarities of the different players, and may guess rightly what he ought to do, but it is not such a plain case as the partizans of each school would make out; and if a player in this dilemma exercises his judgment, it is not for the makers of the difficulty to find fault with the player who fails to solve that difficulty. How foolish men have become in the matter of the Blue Peter we can only show by giving an instance that occurred to us yesterday. An opponent of ours, who signalled, lost 4 by cards, and had it not been that we had forgotten the 5 of Spades was the best in, he would have lost 5 by cards. The various ways men take to lose games are truly wonderful. We were looking on at Whist, a short time since, when we noted the following:—A, original leader, leads trump (Clubs). Z, fourth player, wins the trick and leads Hearts. A has no Heart, and discards a Spade. X wins the trick with the Heart King. He has now 2 trumps left, 4 good Diamonds, with King, Knave, 3 Hearts, with the Ace and 2 small Spades. He led a small Diamond. We do not

care so much about the Diamond; although, to ordinary mortals it would appear that, by leading the Diamond, X was leading up to A's declared strength. A lesser light would have said to himself "If, as I assume, A's strength is in trumps and Diamonds, at any rate I can take care of the Diamonds." After the game was out, we mildly suggested that the Ace of Hearts would have been a strong card to lead, and we received the reply, "Yes, to have it trumped, I suppose, Mr. Clever." X who, in his own estimation, is a very good player, thought the suggestion of leading the Ace to have it trumped a joke, or the wild invention of a lunatic. Yet we think now that the Ace was a very good card to lead. Has A ever heard that a player is never too weak to force the strong hand. If he has forgotten this old fashioned maxim, let us recall it to his memory. We are always sorry to see the old rules disregarded, and set at nought as of no value. For our part, we cannot but think Hoyle and Matthews and Deschapelles knew something of Whist, and something of what they wrote, and we fancy we should prefer either of these as partners to the players possessing the knowledge of X. X lost the game by not forcing his adversary at the proper time, but X does not know that he lost the game nor will he ever know it or believe it. The next hand X was punished; for he had one of the prettiest hands we ever saw. With Ace, King, Knave and another trump, a hand full of court cards, but with 2 Hearts. The first force was got on X, and 4 long Hearts were brought in against him. X certainly looked astonished, and we think he was, but whether he will ever believe that a force is or is not of any use we cannot tell. This we do know—he will never play the Ace of Hearts to be trumped. At least, as Facetious would observe, not if he knows it.

CHARGE OF CHEATING AT CARDS.

IT is our unpleasant duty to reprint, from the columns of our daily contemporaries, the following reports:—

FROM THE DAILY TELEGRAPH.

MARLBOROUGH STREET.—CHARGE OF LIBEL.—*Mr. W. B. St. Quintin*, of Norfolk Lodge, Maidenhead, formerly in the army, was summoned before Mr. Newton, by Mr. Francis Gorton, solicitor, of Bedford Row, for publishing a libel.

Mr. Warner Sleigh prosecuted; Mr. George Lewis jun. appeared for the defence.

Mr. Sleigh said that the complainant and defendant, in 1867, were members of a club in the West End, and that the libel in question consisted of a letter, in which the defendant charged the complainant with cheating and swindling him out of £95 at Ecarté. Subsequently the defendant wrote the complainant a letter, expressing regret for having used the expressions; but the letter not being deemed satisfactory, the present proceedings were taken.

Mr. Richard Thomas Heath, clerk to Messrs. Gorton and Co., solicitors, of Bedford Row, produced a letter, signed W. B. St. Quintin, addressed to Mr. Gorton, on the 6th of June of the present year. On the 9th of June he went to the temporary offices of the St. Stephen's Club, Great Queen Street, Westminster, and delivered a letter to Mr. St. Quintin, which had been given to him (witness) by Mr. Gorton to deliver. He produced a press copy. He told Mr. St. Quintin that the letter was an answer to one he had written to Mr. Gorton the other day, and Mr. St. Quintin replied, "All right; I know all about it." Mr. St. Quintin opened the letter before he spoke to him. He (witness) went out, but went in again, and asked if there was any answer to the letter, and Mr. St. Quintin asked a gentleman to write an answer, and a gentleman wrote an answer, and he saw Mr. St. Quintin sign his name to it. He produced the letter.

Mr. Lewis submitted there was no case to answer, as what constituted a libel was that which was calculated to create a breach of the peace.

Mr. Sleigh declining to call Mr. Gorton, Mr. Lewis called

David Lichfield Harrison, head waiter at the Clarence Club, Regent Street, said that in 1867 he was a waiter at the Pelham Club, George Street, Hanover Square, where he had been for nine years. The club broke up in 1870. It belonged to Mr. J. Hopwood. He was not aware whether Mr. Gorton was a member of the committee of the club. He remembered the dispute between Mr. Gorton and Mr. St. Quintin, about the card playing. He remembered Mr. Hornidge, a dentist, and he was one of the persons present during the time of the playing between Mr. Gorton and Mr. St. Quintin. The play commenced between twelve and one, and was not concluded till between five and six in the morning. They played at Ecarté for £5 a game. Mr. St. Quintin was very much gone when he arrived, between seven and nine, and witness took him into the Billiard room, and placed him in an arm chair, and his legs on another. Between twelve and one he found him much better. Mr. Gorton and Mr. Hornidge were both sober. He heard Mr. St. Quintin say, that he declined Mr. Hornidge's advising Mr. Gorton on shuffling. He saw Mr. Hornidge looking at Mr. St. Quintin's cards, and he pointed to Mr. Gorton's cards, which card he was to play, after seeing Mr. St. Quintin's cards. Witness could not say whether Mr. Gorton accepted Mr. Hornidge's advice or not. Witness was in and out of the room supplying refreshments. The persons were served with "brandies and sodas." He heard Mr. St. Quintin decline to pay, as Mr. Hornidge had advised Mr. Gorton, and had pointed out what cards to play, and had also shuffled the cards. Witness noticed Mr. Gorton revoke. The playing finally ended by Mr. Gorton winning £95 from Mr. St. Quintin, who refused to pay, saying Mr. Gorton had swindled him. Witness saw Hornidge shuffle the cards several times. Could not say whether any advantage arose to Mr. Gorton. Mr. St. Quintin was not thoroughly sober.

In answer to Mr. Sleigh, the witness said he did not recollect whether he made the statement he had now made before the committee. He did not consider Mr. St. Quintin perfectly sober when he awoke. He heard that, on Mr. Gorton's application and complaint, Mr. St. Quintin was obliged to send in his resignation. He knew the Committee had a meeting to consider the facts of the case. Witness was allowed to leave the club without acquainting the members with his knowledge of the facts. There were persons in the room at the commencement of the play, but not at the latter part of the time. Mr. Gorton, Mr. Hornidge, and Mr. St. Quintin were the only persons left, and they commenced again after the others had gone.

The witness, in answer to Mr. Sleigh, said, as the parties were leaving, there were some passing remarks, to the effect that Mr. Quintin would not pay, but nothing like a breach of the peace or threats. Witness had only spoken once to Mr. St. Quintin on the subject, three months ago, when Mr. St. Quintin asked him if he remembered the affair, and he said he did.

Mr. Lewis said that was all the evidence that he proposed to call.

Mr. Gorton offered to be put in the box.

Mr. Lewis declined to call him.

Mr. Newton having cautioned the defendant, said that, whatever answer there might be to the case, justification could not be pleaded before him. He then committed him for trial.

The bail—the defendant in £200, and two sureties in £100 each—were immediately accepted.

FROM THE TIMES, *16th July* 1873.

NEW COURT.

(*Before Sir* THOMAS CHAMBERS, *Q.C., MP.., the Common Serjeant.*)

Mr. William Brandon St. Quintin surrendered to his recognizances, and was indicted for publishing a libel of and concerning Mr. Francis G. Gorton, a solicitor in Bedford-row. The defendant pleaded "Not Guilty."

Mr. Serjeant BALLANTINE (with whom was Mr. Warner Sleigh), who had been instructed for the prosecution, said he was glad to tell the jury that their time would not be occupied at any length in dealing with the case, for his client had placed himself unreservedly in his hands, and, having looked carefully into the facts, he had assented to an arrangement, which would be satisfactory to both parties. The dispute between the prosecutor and the defendant, which has resulted in those proceedings, arose no less than seven years since, over a game of Ecarté, at a Club to which they belonged, and caused for a time considerable acrimony on both sides. The matter however dropped until very recently, when the parties met by chance at another Club. The defendant then most imprudently renewed the quarrel, and wrote to the prosecutor a letter, which formed the libel complained of. Since then the defendant had withdrawn, without any reservation, a charge which he had made in that letter, and under these circumstances the prosecutor had decided not to offer any evidence against him.

Mr. MONTAGU WILLIAMS (with whom was Mr. Charles Mathews) intimated, on the part of the defendant, that he fully retracted the offensive term of which he had, referring to the prosecutor, made use.

The COMMON SERJEANT said, as there was no evidence offered, the jury must return a verdict of "Not Guilty," which they did.

The defendant was then discharged.

A more disgraceful charge than that alleged against Messrs. Gorton and Hornidge was probably never made. That two men in a good position in life, both professional men, should be charged with playing cards with a drunken man;—not only so, but to fleece him, by confederacy, conspiracy and fraud, by looking at his cards, and by revoking [in one report it is under play] at Ecarté. That a charge like this, made in 1867, inquired into by a committee at the time, should be revived in 1874, supported by the evidence of a club waiter alone, and then that all this should end in an apology to one of the parties, is one of those things that is beyond our comprehension. No one has yet told us what Mr. St. Quintin alleged before the committee. It would seem that the waiter was not called, but this is rather left in doubt. "He does not recollect whether he made the statement before the committee; he knew that the committee had a meeting to consider the facts; he heard that, on Mr. Gorton's application, Mr. St. Quintin was obliged to send in his resignation." Then it would follow that Mr. St. Quintin was heard. We should have preferred to know what the committee decided. Was it that Mr. St. Quintin was to pay the money he had lost, or be expelled? and did Mr. St. Quintin pay, or was he expelled with ignominy? or were the Committee unwilling to do anything that might provoke exposure to the club. Mr. Gorton can accept any apology he pleases, Mr. Hornidge may stand by without an apology, and rest on his character, but what is to happen to other card players if such charges are to be made, never substantiated, dropped, and then revived again years afterwards. To many, the charge is equivalent to ruin, loss of caste, and utter degradation; and it is such as these, and these only, who for the moment are in our thoughts. It is all very well for Messrs. Gorton and Hornidge to exercise those high qualities of mercy and forgiveness; but, for our part, we should have preferred to see one of those gentlemen knock Mr. St. Quintin down, and take the consequences. No doubt, by so doing, they would have left themselves amenable to the law; grant it, nobody knows what a man should do under such circumstances. He cannot shoot the man; he would clearly be punished for that, but no jury could fail to acquit for knocking down a man who charged another with cheating at cards. Apparently a man can do no more, and in our judgment he can do no less. On a revival of the charge, the case should have been fought on its merits, and if the charge were false, then, not only for the sake of Messrs. Gorton and Hornidge, but for the safety of their fellows, they were bound to leave the case to the jury; men are not to prosecute for their own sakes alone, the law does not punish to deter the defendant from doing wrong, but as warning to others. The pain and misery that such a charge may have caused Mr. Gorton is, to our thinking, nothing; although, for aught we know to the contrary, he and Mr. Hornidge may have been shunned for years because of this charge. There is some one else that men placed in a like position are bound to protect; we mean their wives, their sons, their daughters, whose whole prospects in life may have been utterly blasted by such an infernal charge. We have all read Addison's story of the three black crows,—the lady who was delivered of a dark child, according to popular rumour, before that rumour had reached the end of the terrace, had given birth to three black crows. In this happy land, every man and woman condemns unheard every other charged with any offence. They not only believe every trumped-up charge that may be made, but repeat and exaggerate it to such an extent that Addison's imaginative powers are thrown in the shade. A charge of this sort should be met in the first instance. A danger faced is half averted, nay more, a danger of scandal such as this met at once is nipped in the bud. The moral to be drawn from this wretched case seems to be utterly vicious. It is this: In a club, you may make any charge you please. The Committee may hear the case, and if they decide in your favour, well and good, if not, resign and do not pay. You may still be the aggressor, and keep making that same charge; ultimately you are brought before the magistrates, then blackguard somebody who is not present to defend himself. You can leave a charge of this sort for a month or six weeks hanging over the men you have

falsely placarded as cheats, and at last, when you get before the judge for trial, you can but apologise, and you need not pay your money. Throw plenty of pitch, and some must stick. We may sympathise with Messrs. Hornidge and Gorton on many grounds. Thus the waiter may have spoken the truth when he said St. Quintin was drunk. There is no evidence to show that any one but the waiter knew the fact, but we cannot congratulate any of the parties on the course they have pursued. Mr. St. Quintin ought not to have got drunk. Being drunk, or half drunk, he ought not to be such an ass as to play cards for money. Perhaps, if sober, he should not have played for such stakes. If he objected, as he had a right to do, to Mr. Hornidge shuffling the cards, and looking over his adversary's hand, and then advising Mr. Gorton what he should play (points that we cannot conceive possible, but points which, from his view, appear possible), surely it is only a fool that would go on playing. Yet at no time does he appear to have stopped when any such real or imaginary grievance took place. We cannot think Mr. Gorton would permit Mr. Hornidge to shuffle the cards; would permit him to look at Mr. St. Quintin's hand; would thereupon accept Mr. Hornidge's advice. We cannot conceive, when such a charge is preferred against him, that he did not knock Mr. St. Quintin down, or try his best to do so. We could not conceive that a man publicly charged with this conspiracy would submit to such a charge without going into the box to deny it. Surely he did not think Mr. George Lewis would accept him (Gorton) as a witness, otherwise Mr. Gorton must be a marvellously innocent person, or he must take Mr. Lewis to have very little knowledge of his business. Then to accept an apology. Then not to publish the evidence before the Committee, and the Committee's report. There may be grounds for all this that are beyond our comprehension. The same remarks apply to Mr. Hornidge; except that his name is dragged into Court without his knowledge, whereas Gorton goes into Court of his own accord. Hornidge's hands are tied. He cannot offer to give evidence when he does not know the case is coming on. He cannot force the Court to hear him, even at the trial; but he could have knocked down Mr. St. Quintin, or perished in the attempt. He could, had he pleased, have published the evidence before the Committee, and their judgment, and the correspondence. The proceeding of the witness Harrison is not such as we can commend. A publican would not supply a drunken man with drink. Yet if the brandies and sodas were supplied to these persons indiscriminately, this is what he did. A club waiter, if he sees a member being cheated, has duties to perform. Disagreeable duties no doubt, but duties that a man will perform. A waiter is just as much bound to protect a drunkard from swindlers as any other man. Yet, if his story be true, he did nothing of the sort. He saw the under play, he saw the looking over the opponent's hands, and then the advice pointed or given. He sees all this, he says. He takes no action in the matter. Nay, he does not remember whether he told this to the Committee. What kind of an animal a waiter is we know not. We do know that Harrison may be a waiter; he is not a man. We may add that we have met Mr. Hornidge at the houses of men of the highest respectability, and from all we have observed, and from all we can ascertain, he bears the character of an honourable man.

ANSWERS TO CORRESPONDENTS.

WHIST.

F. AND R. (*Not following suit—correcting mistake—three cards on table*).—A leads Spades. B, his partner, plays Club, on which A says, "No Spade, partner?" B replies, "Oh, yes, I have," and throws down a small Spade before X and Z had an opportunity of electing the penalty. On this, X claims to call the highest Spade, which B plays, and then claims to take up the Club and the small Spade. X contends that the small Spade must be left on the table, as being improperly played, before X had the opportunity of taking the penalty.—*Ans.* We are not aware that this case has ever been decided. But the principles on which such points should be decided seem to us clear. If the original error stood alone—*i.e.*, if B had not followed suit when he could, it is perfectly clear that the adversaries could either call the exposed card at their leisure, or could call the highest or lowest of the suit led. Now, in the first place, we do not very well see how the adversaries can call the highest or lowest until they know that he has one, and it is, therefore, obviously the duty of B to stop after he has ascertained that he has a Spade, and to announce the fact. It has been decided, by every Whist authority, that a player, having committed an error for which he is punishable, must give the adversary time to inflict the penalty. This B does not do, and he commits a second Whist offence, and exposes a card on the table, the knowledge of which may be of great advantage to A. It is often a difficult question to decide whether a man has played too quickly, but here we assume the fact, because otherwise B would not have played the highest of the suit. Then, by playing before he ought to play, he has exposed another card, and the question is, can B now take up the small Spade. In our opinion he cannot. The small Spade is an exposed card, and must be left on the table. What took place was not, in our judgment, one offence, but two offences; and B must be punished for two. We may mention that, according to Deschapelles, the small Spade must be left on the table, and the case most closely resembling the above is case 9, in the second edition of J. C., and which is as follows:—"CASE 9.—It is A's lead, but his partner, B, leads in error. Instantaneously, before his adversaries can speak, A puts down a card, and insists upon his right to lead that card. Is he justified, or not?—Decision: If a player lead out of turn, the adversary may either call the card so led, or may call a suit from the offender (or his partner) the next time it is the turn of either of them to lead. Their opponents are entitled to reasonable time to decide which of the two penalties they shall exact. A can have no right, by playing in a hurry, to debar his opponents from their option. His proper course (if he thought it worth while to correct his partner's mistake) would have been to have said to him, 'It is my lead, not your's,' and then to have left his adversaries a short time to determine whether they would call B's

card or a lead from himself. The adversaries have still that option, and as A's card, improperly played, may have given most valuable information to his partner, I have no choice but to decide that it is liable to be called, in addition to the card led in error by B." The above case was, in the first instance, left to Mr. F. H. Lewis to decide; but, on the spur of the moment, he was unwilling to give an opinion, and he requested the matter to be left to us. On maturely considering the point, Mr. Lewis is of opinion that the above case decides the matter, on principle, and that, therefore, our decision is right, and, we may add, that we have reason to believe that Cavendish approves this decision.

R. S. (*Detached Cards*).—A leads Hearts. 2nd player puts on Ace. I, 3rd player, have hold of the card I intended to play—the Heart Knave. Seeing the Ace, I do not intend now to put on the Knave, and I push it back in my hand, and draw out another card—the 2. My adversaries allege that they each saw the Knave, and that it was detached from the other cards. I do not think it was, as I only partly drew it away from the other cards; but in the meantime the last player has played, and I say, even if the card were detached, they cannot call my Knave after the 4th player has played before his turn. Am I right? I should also be glad of a definition of a detached card.—*Ans.* It is a very easy thing to ask for a definition, and it is not always easy to answer. A fool could ask more questions in a month than the wisest man could answer in a life-time. To find fault with our law-makers for leaving many propositions imperfectly defined is, to our thinking, useless. As we live, month by month, it is clear that no human law-maker could have anticipated all the points that are raised by Whist players. The only guide we get from the books as to what is, and what is not a detached card, are as follows:—Cavendish 44—"Cards separated from the rest of the hand, but still held by the player, are not exposed: they are detached cards. A detached card, if named, is liable to be called." Law 60 says:—"A card detached from the rest of the hand, so as to be named, is liable to be called." If you hold your cards fan shape, in your left hand, you cannot detach a card except by dropping it, and catching it before it falls. The cards, so long as they are in one hand, are safe, but as soon as the 2nd hand begins to work, this 2nd hand can detach a card. Definition No. 1.—To detach a card you must use two hands. Then if the 2nd hand is not used until you have made up your mind what you will lead or play you cannot detach a card. Definition No. 2.—A man must be of a wavering disposition, or be a careless man, to detach a card. Thus, in endeavouring to take out one card, he may take out another; he may aim at the pigeon, and hit the crow. But putting these things on one side as puerilities, any man who draws with the 2nd hand any card away from the other cards, upwards, downwards or sideways, and no matter how small a distance he may move this card, provided any one at the table but himself can see it, the card so moved is a detached card. You say it depends on how a man holds his cards whether they can be seen or not. Of course it does. If you hold your cards upright it is difficult to detach a card so that any one can see it; but if you bend the tops of the cards forward, then your cards are more liable to be seen, and more likely to be detached. It is no good saying this is one law for the rich and t e other for the poor. You cannot have your cake and eat it. If you will not take the trouble to hold your cards properly, why should you not be in a worse position than those who do take the trouble to hold the cards upright? The fact that a card is seen by one of the adversaries is *prima facie* evidence that the card is detached. If seen by both adversaries, the evidence is stronger. It is an improbable supposition that a man will look over your hand, and then tell you that he has done so. We cannot say this has never been done. We do not know that pigs can fly. All we do know is that they are unlikely animals to do so. So a man who is such a cheat as to look at your hand is an unlikely bird to confess his fault. If one player said he had seen a card of ours, and that we had detached it, we should think him more likely to be right than we, and if two players alleged that they have seen the card, and that it was detached, we certainly should not argue the point, but play the card without discussion. We do not think the case is altered by the 4th player playing before the 3rd.

PEMBRIDGE CLUB (*Throwing down cards, scoring 3 instead of treble*).—A and B, playing X and Z, go out first hand and call a treble; but A scores 3. Early in the next hand X, finding 2 by honours against him, and misled by the score, throws up his hand, and the other three players do the same. A and B claim a bumper. What is your decision?—*Ans.* The claim appears to us good. The fact that a treble was claimed is admitted. There can, consequently, be no dispute about the first game; then, although A induced X and Z to throw down their cards by his mistake in scoring 3, there is no Whist penalty for his so scoring. The game is abandoned as lost, and, being given up, X and Z cannot recall what they have done.

J. D. (Litemore).—We referred your letter to the writer, and he says he ought to have written, "with Q, 10 in own hand, on an 8 led, the inference must be that the lead is from Kv, 9, 8, with Kg or Ace. With Q and 9 in own hand, 8 led, the lead must be from Ace, Kv, 10, 8." Of course you will bear in mind that he speaks of regular players. The fashion of late has been to lead contrary to all rules.

J. N. P.—If, in dealing, a card belonging to the other pack is found in your pack you must have the cards recut, and you deal again.

In answer to many correspondents we have to state that the New Edition of "Cavendish on Whist" will not be ready until the end of the month.

DOUBLE DUMMY.

E. J.—We do not think the problem quite up to publication standard. Try again.

E. N. F.—Mr. F. H. Lewis reports, that in his judgment No. 92 is sound.

J. S. (Jamaica).—The Ending shall appear next month.

PIQUET.

W. AND C.—A deals. He gives to B 12 cards, and to himself 13. B elects to stand the deal, and instead of taking 5 cards, he only takes 4, thus leaving three cards in the stock. The stock consisted of 7 cards. A discards 3 cards and takes the 3 cards left, and thus plays with 13 cards. Who is in the wrong? and what is the penalty? It is necessary to add that B did not state he had left a card.—*Ans.* Law 4 says "if the elder or younger hand play with 13 cards he counts nothing." 5 says, "if in this position the elder hand elects to stand the deal, the younger hand must discard one more card than he takes in." This A did not do. Law 22 says "if the elder hand elects to stand the deal he must leave 3 cards for the younger hand." What B did seems to be all right, and A is clearly in the wrong. We understand that a player, whose opinion we highly value, says that B ought to have told A that he left a card, and he seems to think that the point about leaving a card, referred to by Mr. Clay, at pp. 43 and 44 of vol. 3, applies. We do not think it does. B does not leave a card. He takes what he is entitled to take; no more and no less. A, on the contrary, keeps a card more than he ought to do, and plays with 13 cards, so that, in our judgment, A is in the wrong, and can count nothing. The authority above referred to asks why is B not entitled to take in 5 cards? The answer is, that the elder hand must leave the younger three cards in the stock.

S. AND H.—A gets 100 by what he holds, and by the play, and goes on playing until he gets to 105. The second player gets out of his double by the aid of the last card. Is the Elder Hand entitled to a single or double?—*Ans.* In two-handed games there is no surprise; mistakes not punishable by law should be rectified. If the fact be admitted that A got out before B saved the double, A is entitled to be paid for the double. If the fact is disputed, the hand must be replayed to ascertain the fact.

CRIBBAGE.

R. M. F.—In playing a game of Cribbage we have one card each left. My opponent ought to play first, but I play in mistake, and he pairs me, and takes three. I pegged him back, and took the three. Was I entitled to them or was he.—*Ans.* The last card should be taken up and played out in order. Sins of commission being worse than sins of omission, the chief offender is he who lays a trap, however inadvertently, by playing out of his turn.—G. W.

The Westminster Papers.

1ST SEPTEMBER 1874.

THE CHESS WORLD.

"The whisperings of our petty burgh."

ON the 15th ult. a Chess column was commenced in the *Sportsman*. If we are to take the first number as a specimen, we are about to have a revolution in Chess. Mr. Wisker takes the conduct of the column, and he at once sets the example of shewing to his contemporaries the use of the telegraph. So far as we know no Chess Editor in England, except ourselves, ever heard of a telegram. Mr. Wisker therefore begins by attempting to educate the Chess Editors, and then he starts a special reporter. If things go on like this we shall lose Steinitz. He will have to go about the country on a bicycle, as special reporter for the *Field*.

Yet another Chess column; the *Hornet* has started a column, with the ubiquitous Mr. Gossip for Editor. Mr. Gossip has a happy knack of treading upon other people's corns. He publishes a book, on the title page of which he gives his claims to the admiration of the world. He is a member of one club, and *was* the member of another. 300 or 400 people could lay claim to the same titles; but God forbid that they should all publish Chess books at 10s 6d each. At the time of the Vienna tourney one of the officers of the Association expressed his regret that two Englishmen were absent. These were—Reader, can you guess?—Mr. Gossip and Mr. Wisker. The latter was, at the time, the holder of the Champion Cup, and he had some claim to the title of the first English Chess player of that day. What Mr. Gossip had done we never knew, and it was not until the *Hornet* made its appearance that we found Mr. Gossip dubbed as "winner of the First Prize 1873-4." But why, Mr. Gossip, do you not enlighten us? We poor mortals are obliged to know something of what is going on in the Chess world, but we cannot know everything. What this prize of 1873-4 is we do not know. We suspect the prize consisted in finding a publisher to adopt Mr. Gossip as Chess editor; another prize in finding those most energetic publishers (Messrs. Routledge) to bring out a book on Chess at 10s 6d. No other publishers could have made it pay. No others would have advertised it so well; and, lastly, Mr. Gossip induces the *Hornet* to give a Chess column. We take it these are the prizes of 1873-4; and Mr. Gossip has won them all. Mr. Gossip has written to us, calling attention to some remarks in the *Sportsman*, of which he complains. He thinks the *Sportsman* has stated that Mr. Gossip has been blackballed at some Club. We do not think the *Sportsman* meant what Mr. Gossip suggests; but, as some persons may so construe the paragraph, we are only too glad to give publicity to the fact that there is no foundation for the suggestion that Mr. Gossip has ever been blackballed. Now-a-days, all men who are known, or who are Jews, or stockbrokers, are blackballed as of course. So, if the event had come about before Mr. Gossip had written his book, it would have followed that Mr. Gossip was known, was a Jew, or a stockbroker. If Mr. Gossip claims any of these titles, he has no reason to be ashamed. An unknown person is never blackballed. To finish with Mr. Gossip, who seems determined to have all this month's number, Mr. Bird has challenged him—Mr. Bird to give Pawn and move. This will, we think, be a good match. We cannot place Mr. Gossip in the first rank, but, we think, he will be a tough customer at Pawn and move. However, even then Mr. Bird will, we think, be favourite. We trust the answer, in the *Hornet*, to Mr. Bird's letter was not written by Mr. Gossip. We cannot assume that any one knowing anything of modern Chess could be ignorant of Mr. Bird's existence, or Mr. Bird's reputation as a player. It is said that Mr. Gossip once proposed a match which, it was suggested, that the City of London Chess Club should arrange, the terms being that Mr. Gossip should play the best player of the Club, the winner to have £10, and the loser £5. We should be glad to play simultaneous games against the whole Club on these terms. Will the Treasurer take this suggestion into consideration? If he sees no pecuniary difficulty we will make other matters easy, for we will play the lot at Pawn and two moves.

On the 12th ult., Herr Lowenthal was dubbed the "Prince of Chess Players," by the *Daily News*. This seems an interference by our contemporary with the rights of the Crown. If we are to have a Republic shall we still have honours to confer? Perhaps Sir Charles Dilke or friend Bradlaugh will explain. In the next decade is the *Daily News* to supersede Her Majesty, and confer any dignity it pleases.

We have been taken to task for our inconsistency in fighting Mr. Staunton during his life, whilst, after his death, we speak in his praise. We have no objection to our comments being taken as texts on the subject. Staunton, in his death, may still teach. We fight as men should fight—in the open. We do not care for buttons on the foils,

but when the foe is at their feet, would the Chess player strike the dagger to his heart? It seems necessary to say that we may disagree with another on some points, and yet admire many of his good qualities. Mr. Disraeli and Mr. Gladstone often fight, but can it be imagined that either fails to see some good qualities in his rival; and if either died, would not the other sing his praises? To compare small things with great, we, in like manner, often differed from Staunton, and we adhere to our views, but surely these differences should not prevent our admiring his good qualities.

The Counties Chess Association meeting, at Birmingham, seems to have been a success. Mr. Burn, Editor of the *Liverpool Albion*, won the first prize.

In home news there is little to add. Mr. Blackburne, played early in the month, 20 simultaneous games at the City of London Club, with the usual result. The City Rook players thrashed the Brixton Endeavour Club, but we should hardly have handicapped all the City players at a Rook.

Mr. Disraeli has advised Her Majesty to grant to Mrs. Staunton £100, in consideration of her husband's services in the cause of literature.

EUROPE.—A tournament, commenced at Pesth last December, finished in July. 1st prize, Herr Fahndrich, £6; 2nd prize, Herr Beer. Another handicap tourney has also come to an end; played at Rome. First prize, Signor Torreti; 2nd, Signor Sprega, 3rd, Signor Bellotti.

AMERICA.—By the courtesy of the Chess Editors of the *Hartford Times*, the *Chicago Times*, and Captain Mackenzie, to all of whom we desire to express our thanks, we were placed, early in the month, with full particulars of the Chicago Congress. The result we gave last month. The full score is as follows :—

	Hosmer.	Elder.	Judd.	Perrin.	Congdon.	Bock.	Mackenzie.	Kennicott.	Won.
Hosmer ...	...	...	1	2	2	2	1	2	10
Elder ...	...	...	...	1	2	½	...	...	3½
Judd ...	1	...	...	2	2	1½	½	...	7
Perrin ...	0	1	0	...	1	0	0	...	2
Congdon ...	0	0	0	1	...	½	0	...	1½
Bock ...	0	1½	½	2	1½	...	0	...	5½
Mackenzie ...	1	...	1½	2	2	2	...	2	10½
Kennicott ...	0	...	...	...	...	...	0	...	...

Messrs. Kennicott and Elder having withdrawn from the Congress, before playing two-thirds of the requisite number of games, their respective scores were cancelled.

The last meeting of the Congress was held for the purpose of electing the officers for the ensuing year, and the gentlemen elected were as follows:—Mr. J. A. Congdon, of Philadelphia, President; Messrs. W. W. Curran, Chicago, and D. M. Martinez, Texas, Vice-Presidents; Messsrs. J. Roberts and J. G. Whiteman, Philadelphia, Secretary and Treasurer. On the motion of General Congdon it was resolved that the next Congress should take place in Philadelphia, during the Centennial Celebration. Mr. Curran, the President of the Chicago Club, presented the prizes, and expressed his regret that they were not more considerable in amount; and, he added, this chiefly arose from the fact that the Committee had to retain so much money in hand for publishing the book of the Tourney. We can only repeat that when the book is published no one will read it, except those who have to do so as a matter of business; whereas, if the games had been sent to the journals at once, the whole of them would have been played over by the end of next month.

The *Philadelphian Intelligencer* has taken the British Chess Association in hand. It tells us that the 6th prize has no less than two faulty problems; one of the 3-movers has two solutions, and the 5-mover has no solution at all. These facts were published, they say, in Europe six months ago. Whether the set "All's Well," will be thrown out, or whether the Committee will take another year for deliberation, is a subject of amusing conjecture. We can confirm our contemporary's statement, as to the unsoundness of the one problem, and the impossibility of the other; but we fail to see the joke. It may be good fun for the Bull, but how about the Frog? We suspected all along a fiasco at the hands of the Committee, and we endeavoured to get them to publish the problems before awarding the prizes; we tried to get this done a year ago, and we tried again on the day the prizes were settled; we never heard a reason urged against the proposition. In the first instance, the Committee decided that our view should be carried out; Herr Lowenthal, however, is the Master of the British Chess Association, and, whether by accident or design, the problems never were published according to our meaning of the term. We do not intend to insinuate that the problems were not published, in the legal sense; some were sent to provincial journals, and some to papers of large circulation. But this is not publication: and who kept any record of the fact whether the problems were found unsound by the correspondents of the different papers? Unless the Committee see, as is the fact, that Herr Lowenthal is their master and not their servant, then, we shall have the same miserable management to the end of time. *The Intelligencer* states, the winner of the 1st prize is Herr Bayer (we think it more probable that the 2nd set is the work of that distinguished composer), and it gives, as its opinion, that the 5th set, by Mr. T. M. Brown, is far superior to the 2nd, 3rd and 4th prize sets. On the other hand, Captain Mackenzie seems to think the Committee have thrown out a fine set, from a misapprehension.

The Montreal Chess Congress has been over for a month, and we believe Professor Hicks won the 1st prize, Dr. Hulbert the 2nd, Mr. Van Bokum the 3rd, but the fact is, the Chess Editor of the *Toronto Globe*, to whom we all trusted to let us know the result, went for a holiday, and cares no more for us than if we had no existence, and utterly careless, we suppose, of the blessings that all European players have poured on his devoted head.

This Journal publishes a recent Canadian discovery in the new defence of the Evans Gambit. After the moves 1 P to K 4, 1 P to K 4, 2 Kt to K B 3, 2 Kt to Q B 3, 3 B to B 4, 3 B to B 4, 4 P to Q Kt 4, 4 B takes P, 5 P to B 3, 5 B to R 4, 6 P to Q 4, 6 P takes P, 7 Castles, 7 P takes P, 8 Q to Kt 3, 8 Q to B 3, 9 P to K 5, 9 Q to Kt 3, 10 Kt takes P, 10 K Kt to K 2, 11 Kt to K 2, 11 P to Kt 4, 12 B to Q 3, 12 Q to K 3, 13 Q to Kt 2. The Inventor plays, instead of the regular move, 13 Kt to Kt 3, the second counter Gambit 13 P to K Kt 4, and wins two games (after 14 Kt takes P? 14 Q takes P) in brilliant style. The *Globe* remarks, "We do not know whether this sacrifice is sound, but Black looks able to afford it, and it makes a very lively game." We consider this sacrifice not only unsound, but suicidal. We propose the simple continuation :—

14 Q B takes P	14 Kt to Kt 3
15 B to B 6	15 K R to Kt sq
16 Kt to Kt 3	

Threatening if 16 B to Kt 2, 17 Q takes P and 18 B to B 5.

	16 P to Q R 3
17 Kt to Kt 5	17 Q to Kt 5 best
18 Kt takes R P	

and Black loses his two extra Pawns, and has the worst possible position.

The *Danbury News* provides us with a Chessikin of an exquisite origin. In bringing it before our readers, we may use the favourite remark of a very well known metropolitan amateur: "Dev—— well played, Sir." Played in Hades. His Satanic Majesty playing the attack.

Black. H. S. M.	White. Mr. X.	Black. H. S. M.	White. Mr. X.
1 P to K 4.	1 P to K 4	9 Kt takes Kt	9 B to K 2
2 K Kt to B 3	2 Q Kt to B 3	10 K Kt to Kt 5	10 P to K R 3
3 P to Q 4	3 P takes P	11 Q to R 5	11 P to K Kt 3
4 B to Q B 4	4 Kt to B 3	12 Kt to B 6 ch	12 K to B sq
5 Castles	5 Kt takes P	13 K Kt to R 7 ch	13 R takes Kt
6 R to K sq	6 P to Q 4	14 Q takes P ch !	14 R takes Q
7 B takes P !	7 Q takes B	15 B takes R mate.	
8 Kt to B 3	8 Q to Q sq		

We ask our readers to decide whether this brilliancy is superior to the following terrestrial, played by Herr Hoffer a few days ago.

Remove Black's K B P.

White. Mr. S.	Black. Herr Hoffer.	White. Mr. S.	Black. Herr Hoffer.
1 P to K 4	1	8 P takes P	8 P to Q 4
2 P to Q 4	2 P to B 4	9 P to K 5	9 B to K B 4
3 Q to R 5 ch	3 P to Kt 3	10 Q to Q sq	10 R to B sq
4 Q takes B P	4 Kt to Q B 3	11 Kt to K B 3	11 Q to Kt 3
5 P to Q B 3	5 P to K 4	12 Q to Kt 3	12 Kt takes P
6 Q to Kt 5	6 P to Q R 3	13 Q takes Q	Black mates in four moves.
7 Q to Q 3	7 P takes P		

AUSTRALIA.—Our Australian files from the 23rd of May to 13th June are very tame, and the news therein contained appears in our August number. We suppose the Chess players have not recovered from the fight between New South Wales and South Australia. *The South Australian* gives the first game in the match for the Cup between Messrs. Fullarton and Masters, the former giving the odds of Kt, which ended in a draw after 50 moves; the 2nd game was won by the champion, after a severe struggle, and then the rest of the games seem to have been lost sight of, for the two next numbers contain nothing on the subject.

The *Adelaide Observer*, in mentioning Zukertort's articles on the Evans Gambit, demurs to the opinion of our analyst on the Fraser-Mortimer attack, and considers it invincible. Zukertort still thinks that the second player has a won game, as proved by Anderssen in his analysis of the Evans Gambit (*Neue Berliner Schachzeitung* 1867, February and March), all the objections brought forward against Anderssen's variations being without foundation.

REVIEW.—THE CHESS PLAYER'S MANUAL.*

"Lasciate ogni speranza,
Voi che qui entrate."

ANY Chess player who undertakes to present to the community a Handbook up to the standard of the present Chess science ought to be sure of a hearty welcome. The task is such an enormous one, and the want so great, that the author may certainly expect the indulgence of the most severe critic. When we, therefore, chose the horrible words of the immortal Dante as the motto for our review of the "Chess Player's Manual," we could only do so after a careful study of the book. We were not swayed by any indifference to, or disbelief in, its merits. We failed to find any. Our readers shall judge for themselves.

The title page informs us that the author is the holder of half-a-dozen Chess titles of questionable value. We wish Mr. Gossip had followed the example of the Editor of the *Handbuch* who does not tell us that he is ambassador, the holder of a dozen orders and real titles, and a member of about 100 Chess clubs. However, the course adopted by Mr. Gossip was perhaps dictated by modesty—he was afraid his name alone would not be more known in the Chess world than Thomson or Smith.

The index of the contents of the "Manual" is too remarkable to be overlooked. The first part contains the King's Knight's Opening. We miss all irregular defences, as 2 P to K B 3, 2 Q to B 3, 2 B to B 4, 2 B to Q 3, &c. The second part treats of the King's Gambit, where, again, many irregular forms are omitted. The third part is devoted to the King's Bishop's Opening, and in the fourth, Close Openings, we find the Vienna game! The Centre Gambit is altogether omitted. But let us go *in medias res.*

On the second page of the introduction we are informed that Chess is styled "the Royal game," because it was played by many Royal persons. The 13th page tells us that "Staunton says Castling is a European innovation, and that in the Middle Ages the King used to be played two squares in any direction instead." Fifty Chess writers, at least, told us that before Staunton.

We read, at page 14: "Double check occurs when the King is attacked by two pieces at the same time, both by the piece moved and the one discovered." We may inform the author, double check can be effected without moving either of the two pieces which attack the adverse King.

Page 16 contains a splendid definition, which we feel bound to give our readers *verbatim*:—"When two Pawns are on the same file, the front one (!) is called a Doubled Pawn." Page 23 says:—"The Rook is generally reckoned equal to a minor piece and two Pawns, *i.e.*, a Bishop and two Pawns, or a Knight and two Pawns, although in an end game, when the other forces have been exchanged off, the minor piece and two Pawns ought, in most cases, to win, if the Pawns are united." The simple objection to this statement is that the Rook is not reckoned equal to a minor piece and two Pawns; that, in an end game, two Pawns and a minor piece will very seldom win against a Rook; that the Pawns in that case are stronger if not united, but divided by one file. Page 24 is a most valuable one. *It contains the whole treatise of the* "Manual" *on the end game.* The student is informed that, in end games, two Bishops are much stronger than two Knights. We always thought that the superiority of the Bishops was more conspicuous in the middle than in the end. The author says that in average situations the Queen wins against two Bishops, two Knights, or Bishop and Knight. We can hardly consider the simple mention of this ingenious discovery sufficient, and we would be very grateful if Mr. Gossip would be pleased to show us how he carries the victory in such a case. The thesis, "a Rook and Pawn cannot always win against a Rook," does not agree with our knowledge. A Rook will draw very often against Rook and Pawn; but Mr. Gossip does not seem to know that a Rook and Pawn cannot always win against a Bishop. The first lines of the following page are the ideal of shortness. How dull and wearisome are all other Chess books on the end game of Bishop and Knight against the King, requiring the student to go through many pages, and a dozen of variations. Mr. Gossip disposes of this end game in three lines:—"A Bishop and Knight can win against a solitary King; but this checkmate is very difficult, and unless carefully studied, will be found quite impracticable within the stipulated number of moves." How simple and instructive!

We read, at page 26: "When each player is left at the end of a game with a Bishop and Pawns, and the Bishops are of different colours, the game can *nearly always* be drawn, even though one of the players may have a *considerable numerical superiority in Pawns.*" Does Mr. Gossip call one Pawn a considerable numerical superiority? With two Pawns ahead, we seldom allow our opponents to draw the game, and with three Pawns ahead we generally win.

The pages 27-34, containing the Laws of the British Chess Association, are the only pages in the book without blunders, at least blunders which can be attributed to the author.

The treatise on the Theory of the Openings begins with Philidor's Defence, which the author declares

* *The Chess Player's Manual.* By G. H. D. GOSSIP. London: G. Routledge and Sons.

preferable to 2 Kt to Q B 3; *Roma locuta est!* The variations resulting from the main continuation, 3 P to Q 4, 3 P takes P, are all concluded with the words, "and the game is even." Of course, even in forces, but not by position. But does Mr. Gossip himself believe that the game is even? We think not; he says (page 47), concluding the analysis of White's second line of play, 3 B to B 4: "The preceding analysis sufficiently demonstrates the inferiority of 3 B to Q B 4 to 3 P to Q 4, as Black can always obtain a perfectly even game;" but he obtained it also against 3 P to Q 4, at least, as the author points out nine pages before, why, therefore, is 3 B to B 4 inferior? Or, consists the inferiority only in this, that the game is, in one case even, and in the other perfectly even? In the variation 3 P to Q 4, 3 P to K B 4, the author warmly recommends the continuation 4 B to Q B 4, and says, after 4 P takes K P, 5 Kt takes P: "As far as we are aware, this line of attack has never been subjected to searching analysis;" but it is analysed in ten different books at least, and far more exhaustively than in the "Manual." The next sentence: "We present the following *original* variations," contains the inaccuracy that the variations are not original. The second variation of Philidor's Counter-Gambit, 3 P to K B 4, 4 P takes K P, 4 B P takes P, 5 Kt to Kt 5, 5 P to Q 4, 6 P to K 6, is continued 6 Kt to K R 3, but the author remarks, "that, if Black should play 6 B to B 4 instead, White should win the game off-hand by playing 7 Kt takes K P, followed by Q to K R 5 ch." If *winning off-hand* means to have the superior game, then the author is right. We read, in the same variation, after the moves 6 Kt to K R 3, 7 P to K B 3, 7 P to K 6! "this is not to be found in any of the books;" we add, except in nearly every book which has been published in the last thirteen years. At the end of this variation the author says: "This latter variation proves, beyond dispute, that 7 P to K B 3 permits Black to equalise matters, and, as will be seen by the subjoined analysis, is not so forcible a move for white as 7 Kt to Q B 3; and, consequently, that Mr. Staunton, the great English theoretician, is a better authority on this Opening than any of the German writers." We are not at all inclined to dispute Mr. Staunton's merits, but, unfortunately, the move and the whole variation in question were discovered and analysed by Dr. B. Suhle, so that Mr. Gossip undertakes the peculiar task of praising Mr. Staunton for merits which belong to another writer.

In the Petroff defence we miss many important variations from the main line of play, after the moves 1 P to K 4, 1 P to K 4, 2 Kt to K B 3, 2 Kt to K B 3, 3 Kt takes P, 3 P to Q 3, 4 Kt to K B 3, 4 Kt takes P, 5 P to Q 4, 5 P to Q 4, 6 B to Q 3. The variation 3 B to B 4, 3 Kt takes P, 4 Kt to Q B 3, 4 Kt takes Kt, 5 Q P takes Kt, 5 P to K B 3, 6 Castles, 6 Q to K 2 is illustrated by a continuation taken from a game between the author and Mr. Gocher. It would be more to the purpose if the author had copied the analysis on this Opening published in the *Neueste Theorie und Praxis*, by Suhle and Neumann, or in the *Handbuch* of Dufresne and Zukertort.

We find, in the Two Knights' Defence, after some continuations of the variation 4 Kt to Kt 5, 4 P to Q 4, 5 P takes P, 5 Kt takes P, 6 Kt takes B P, the note: "For further analysis, see Staunton's *Handbook*, pp 142-143." The author, we think, should have informed his readers that Von Bilguer had published a whole book on this Opening. At the end of the analysis of the variation 4 Kt to Kt 5, 4 P to Q 4, 5 P takes P, 5 Kt to Q R 4, 6 B to Kt 5 ch, 6 P to B 3, &c., the author remarks: "For a further study of this Opening we will refer our readers to the illustrative games at the end of this chapter, which will be found highly interesting." We may inform our readers that three out of four of these *highly interesting* games were played and won by Mr. Gossip, one of them against Zukertort, which the latter is certain was never played at all. In the same variation the author proposes, at White's sixth move, Q to K 2—(simply bad, as Black obtains, by 6 Kt takes B, 7 Q takes Kt, 7 Q takes P, the better game)—and continues it by 6 P to K R 3, 7 Kt to K 4, 7 Kt takes Kt, 8 Q takes Kt, 8 B to Q 3, 9 B to Kt 5 ch, 9 B to Q 2, 10 B takes B ch, 10 Q takes B, adding, at this point, "and we prefer Black's game." We may, however, propose as a continuation, 11 P to Q Kt 4, by which White wins a piece, whatever Black answers. So much for this *really original* variation.

The variation 3 Kt to K B 3, 4 P to Q 4, 4 P takes P, 5 Castles, 5 B to B 4, is illustrated by different lines of play, which end with the remark: "And White maintains a strong attack, or Black's position is critical," &c. Such common-place expressions are discreditable to Chess players, especially when the leading writers pronounce an opposite opinion. In the third game of the same Opening we find 3 Kt to K B 3, 4 Castles, 4 Kt takes P, 5 P to Q 4, 5 P to Q 4, 6 Q to K 2, 6 B to K Kt 5, 7 P takes P, 7 Q Kt takes P, 8 Kt to Q B 3, 8 P to K B 4, 9 B to Q 3 (?), 9 B to K 2, 10 B to K B 4, 10 Kt takes Kt ch (?), which leads, in a few moves, to a lost game for Black. On this we may remark, at move 9 White could obtain the superior game by B takes P, and at move 10 Black has the better game by Kt to Kt 3.

The Scotch Gambit begins with the variation 3 P takes P, 4 B to Q B 4, 4 B to B 4, 5 Castles, 5 P to Q 3, to which the author remarks, if 5 Q to B 3, 6 P to B 3, 6 P to Q 3, 7 P to Q Kt 4, 7 B to Kt 3, 8 B to Kt 2, 8 Kt to K 4 (?), 9 Kt takes Kt, &c., *with decided advantage for White;* but had Black played 8 B to K Kt 5, the result would be a decided advantage to Black. We miss from this variation 3 P takes P, 4 B to Q B 4, 4 Kt to B 3, 5 P to K 5, 5 P to Q 4, 6 B to Kt 5, 6 Kt to K 5, 7 Kt takes P, the continuation 7 B to Q B 4. One of the most important lines of play, 3 P takes P, 4 B to B 4, 4 B to Kt 5, is most carelessly treated. The favourite variation of the present time, 3 P takes P, 4 Kt takes P, contains blunders in every continuation which the author gives.

The article on the Ruy Lopez Knight's Game begins with a panegyric of the Opening. The author says: "In fact, with the best possible play, the second player cannot do more than draw the game." Mr. Gossip could say the same, we think, of the chances of the first player, or rather tell us, that every sound opening will, with the best possible play on both sides, result in a draw. In the main variation, 3 P to Q R 3, the author declares after the moves 4 B to R 4, 4 Kt to K B 3, 5 Castles, 5 B to K 2, the continuation 6 P to Q 4 as best and stronger than 6 R to K sq, or 6 Kt to Q B 3, but all three moves lead, according to his own statement, to an even game. Why is then the first the strongest? The sub-variation, 4 B to R 4, 4 Kt to K B 3, 5 Castles, 5 P to Q Kt 4 (?), 6 B to Kt 3 is continued by 6 Kt takes K P, 7 R to K sq, 7 P to Q 4, 8 P to Q 3, 8 Kt to B 4, 9 Kt takes P, 9 Kt takes Kt, 10 P to K B 4, (?) &c., with an even game; but is the game even after 10 R takes Kt ch, 10 B to K 3, 11 B takes P? Anderssen's favourite variation, 4 B to R 4, 4 Kt to K B 3, 5 P to Q 3 is continned 5 P to Q Kt 4, the main line of play 5 P to Q 3, illustrated by hundreds of games out of the contests of Anderssen, Blackburne, Paulsen, Steinitz, Zukertort, &c., seems to be unknown to the author. In the analysis of the second defence, 3 Kt to K B 3, we read, after the move 4 Castles, "Black can play here 4 P to Q R 3," giving the continuation 5 B to R 4, 5 B to K 2, &c., with an even game; but why not 5 B takes Kt, 5 Q P takes B, 6 Kt takes P? As analysis of the defence, 3 K Kt to K 2, the author presents us with two games played between Messrs. Blackburne and Steinitz in the second round of the Vienna Tournament. The course adopted in this game by Mr. Blackburne, 4 P to Q 4, 4 P takes P, 5 Kt takes P, and first recommended some years ago by Zukertort, is certainly the best, but both games contain but one variation, 5 Kt takes Kt, 6 Q takes Kt, 6 Kt to B 3, and we do not consider these so faultless as to represent a fair analysis of the Opening. Our space does not allow us to go through all the variations of the different attacks and defences, suffice it to say that all are marred by blunders, which we are ready to prove, if challenged.

Ponziani's Knight's Game, 3 P to Q B 3, begins with the variation 3 Kt to B 3, 4 P to Q 4, 4 Kt takes K P, 5 P to Q 5. The author disapproves Fraser's attack 5 B to B 4, but his variations are neither faultless nor exhaustive, and his cause is not proved by quoting Mr. Janssens as an authority upon it, or telling us the result of games played between the author and this gentleman. All other variations of this opening are faultless, so far as they are taken out of the books of Lasa, Lowenthal or Staunton.

The next chapter treats of the redoubtable Evans Gambit. We learn, from the author, that it is immaterial whether Black effects the capture of the Pawn with Kt or B, as the position becomes the same after 4 Kt takes P, 5 P to Q B 3, 5 Kt to Q B 3; but with the difference, we may suggest, that Black is deprived of the most important line of defence, the capture of the three Pawns, which he can choose by taking the Pawn with the B, and retiring it to R 4. The line of play given, in case Black retires the Bishop to K 2 or Q 3, is not the best. We miss from the variations resulting from the commonly called *normal position* just the chief lines of attack; the author has obviously no knowledge whatever of the exhaustive articles which were written by Anderssen and Zukertort on the subject. The variation 5 B to R 4, 6 P to Q 4, 6 P takes P, 7 Castles, presents the finest sample of ignorance which we have ever seen in a Chess book. The author gives, as continuation, 7 P to Q 3, and adds: "Black may play here P takes P or Kt to K B 3 (?), we consider either of these moves far superior to 7 P to Q 3, which gives White an overwhelming attack..... Morphy pronounces 7 Kt to K B 3 to be Black's best move (*sic ?*).....Taking P with P by Black, on his seventh move, has usually been considered hazardous play, but the Counter-Gambit, recommended by Minckwitz (? ?), appears to give Black the superior position." Mr. Gossip solves here the problem of making the greatest number of mistakes in the fewest words. The move 7 P to Q 3 is not very satisfactory, but still it leads to a defensible game, whilst 7 Kt to B 3 is utterly lost; Morphy expressed his doubts on the correctness of the Evans Gambit after losing it against Anderssen in December 1858, that is before the reply 8 B to R 3 was known; the Counter-Gambit was played (1851), we think, before Mr. Minckwitz knew the moves of the Chessmen, and at last does not Mr. Gossip know that 7 B to Kt 3, 8 P takes P (best), 8 P to Q 3 leads simply to the normal position? He does not mention this course, but continues variation 7 P to Q 3, to the 24th move, and obtains thus the opportunity to inform the reader five (!) times, that the moves are taken out of two games, which of course he won of Mr. Bird—*hinc illæ lacrymæ!* The analysis of the three Pawns (*compromittirte*) defence is a mixed composition of extracts from an article in *Land and Water* and Zukertort's "Forty years in the Life of a Favourite." In the variation 7 Castles, 7 Kt to B 3, 8 B to R 3 the latter move is ascribed in the "Manual" to Mr. Rivière, but it is the invention of Dr. B. Suhle. The Fraser-Mortimer attack is analysed in a manner equally satisfactory. A note to the 21st move of the variation 9 Kt to Q B 3, 9 B to K Kt 5, 10 B to Q Kt 5 is well worthy of a quotation: "Mr. Blackburne now moved 21 Q takes Q, which allowed his adversary to escape from his difficulties, and ultimately win the game. We, however, played 21 Q to K B 4, and speedily won the game.....We must, in justice to ourselves, lay claim to the discovery of this move." To claim a single move in the middle of a game is rather a curiosity, but we expect curiosity at Mr. Gossip's hands.

The declined Evans' Gambit is evidently a *terra incognita* to the author of the "Manual." Our space does not allow us to point out the numerous mistakes committed, but they abound in nearly every variation. The most important line of play, 4 B to Kt 3, 5 P to Kt 5, 5 Kt to R 4, 6 Kt takes P, 6 Kt to R 3, 7 P to Q 4, 7 P to Q 3, 8 B takes Kt, 8 P takes Kt, 9 Q B takes P, is continued by the preposterous move 9 Q to Kt 4, which loses the

exchange, whilst 9 Q takes P gives Black at least an even game. Had Mr. Gossip simply translated the article written on this Opening in 1863 by Suhle (*Neueste Theorie und Praxis*), he would have done to English Chess players a real service; desiring to be original, he produces a worthless treatise.

The chapter on the Giuoco Piano begins with Buckle's variation, 4 P to Q B 3, 4 Kt to B 3, 5 P to Q 4, 5 P takes P, 6 P takes P, 6 B to Kt 5 ch, &c., which is continued to the 12th move of White in the usual way, but the following weak moves for Black (we are well aware that they are taken out of a game between Buckle and Anderssen, but Anderssen is not infallible) must naturally leave the result that "White has undeniably the advantage;" properly followed up, the game will be quite equal. The variation, 4 P to Q B 3, 4 Kt to B 3, 5 Castles, 5 Kt takes P, 6 B to Q 5, is followed up by 6 Kt to K B 3, &c., the better course, 6 Kt takes P, 7 R takes Kt, 7 B takes R ch, 8 K takes B, 8 Kt to K 2, is not even mentioned. We could give many other mistakes in the treatise on the Giuoco Piano, which is by no means exhaustive, although it is one of the best chapters in the "Manual."

In the following chapter, which treats of the Counter-Gambit in the King's Knight's Opening, the author adopted a very sensible course; he extracted it from the *Handbuch*. Mr. Gossip is not we imagine a master of the German language; we may, therefore, excuse some errors.

The second part of the "Manual" treats of the King's Gambit, and begins with the Allgaier Gambit. We read, at p 423, "after the moves 5 Kt to K 5, 5 B to Kt 2, 6 Kt takes Kt P, 6 P to Q 4, 7 P takes P, 7 Q to K 2 ch; this move was first adopted by the author against Mr. Bird! (?)." Poor Mr. Paulsen: the move which introduces the main line of his Defence, worked out by him in 1859, and tested in many games played in 1861, is, as we are now informed, the invention of Mr. Gossip, in the year 1873. In the second defence, 5 Kt to K B 3, the author says, after the move 6 B to B 4, 6 P to Q 4, 7 P takes P, 7 B to Q 3, "Black may play here 7 B to Kt 2, a move which Herr Zukertort thinks he may make without disadvantage; but the *Chess Player's Chronicle* says it is a weak move, which must lead to certain loss on account of White's rejoinder 8 P to Q 6. We cannot agree, &c." A little more knowledge of the theory would not harm either the author of the "Manual" or the Editor of the *Chess Player's Chronicle*. The move in question is by no means a new suggestion of Zukertort, but an invention of Dr. M. Lange, made 15 years ago, and analysed already in the 4th (!) edition of the *Handbuch*. In the same variation is given, after 8 P to Q 4, 8 Kt to R 4, 9 B to Kt 5 ch, 9 P to Q B 3, 10 P takes P, 10 P takes P, 11 Kt takes Q B P, 11 Kt takes Kt, 12 B takes Kt ch, the continuation B to Q 2; Anderssen's most ingenious continuation, 12 K to B sq, is referred to on the next page, "It is worth noticing (*sic!*) that Black could play on his 12th move, in lieu of B to Q 2, K to B sq; but that would avail him nought," and illustrated by two variations, which lead to victory for Black. We confess, that Mr. Gossip's logic is beyond our comprehension. The defence, 5 P to K R 4, 6 B to B 4, 6 Kt to K R 3, 7 P to Q 4, 7 P to Q 3, 8 Kt to Q 3, 8 P to B 6, 9 P takes P, 9 B to K 2, 10 B to K 3, 10 B takes P ch, 11 K to Q 2, 11 P takes P, 12 Q takes P, 12 B to Kt 5, 13 Q to B 4, 13 Kt to B 3, is further illustrated by two variations taken out of games played by the author. This course, strictly pursued in the "Manual," is simply ridiculous and disgusting. The defence 5 B to K 2 gives the author the opportunity to show his historical knowledge:—"This is indicated by Polerio, an Italian author, who flourished in 17th century, and accompanied Paolo Boi and Leonardo da Cutri to Madrid." Polerio had therefore an antediluvian age, as he went in the 16th century, with two friends, to Madrid, and flourished in the 17th. We may mention, that out of the 23 games illustrating the Allgaier Gambit, ten are played by Mr. Gossip (8 won, 2 drawn) against Bird, Hoffer, MacDonnell, Steinitz, Wisker, &c.

The chapter on the simple King's Knight's Gambit (4 B to B 4, 4 B to Kt 2) would not be bad, if there were any order in it, but the different variations are so mixed up that it is a very difficult task to go through them. The same may be said of the chapter on the Cunningham Gambit, which is illustrated by seven games, four of them played, and of course, won by Mr. Gossip (two of Bird).

The Muzio Gambit begins with a philosophical note, which is too good to be missed:—

"The numerous fertile inventions of the Italian Chess masters are characterised by the same *brio* which is the distinguishing feature of Italian music. Without doubt there is a certain analogy between Chess and music; and the same distinction which exists between the compositions of the most celebrated Italian and German musicians may be recognised in those of Italian and German Chess masters; the former full of the brilliancy, fire and energy of the sunny South; the latter profound and savant, but lacking that verve and genius so conspicuous in the Italians. Morphy, indisputably the greatest Chess player that ever lived, was a child of the sunny South, and his combinations on the Chess board were as far superior to those of his German opponents as the military combinations of a Napoleon to those of a Von Moltke."

Mr. Gossip's Chess science may be surpassed by his philosophy. To point out single errors in the treatise on the Muzio Gambit is superfluous, it would be simply waste of paper. The author exhibits neither theoretical knowledge nor practical experience, therefore this Opening is illustrated but by four games, (Cunningham seven) because, we presume, Mr. Gossip could not present his own specimens.

In the treatise on the Salvio and Cochrane Gambit we read, p 553, "This Opening gives birth to many interesting variations, but is now seldom played, because it allows the first player to adopt the Muzio attack." We think it is far more played than the Muzio Gambit, which, now-a-days, no strong player would dare to adopt in a serious contest. The author remarks, after the moves 5 Kt to K 5, 5 Q to R 5 ch, 6 K to B sq:

"According to all the authorities, White could not play here 6 P to Kt 3, on account of 6 P takes P, 7 Q takes P, 7 P to Kt 7 ch, 8 Q takes Q, 8 P takes R queening ch. This is the line of play given by the books, but the following variations are not given by any of the leading writers—in our judgment, it would be madness to expect them to do so—9 K to B 2, &c.," and after some moves, Mr. Gossip comes to the conclusion, that although White's King is much exposed, and he is minus a Rook, he has yet considerable resource. Of course he has still other pieces on the board, which can effect a mate, if the opponent do not object. The whole chapter is a careless excerpt of Lasa, Staunton, &c.

In the King's Bishop's Gambit, 3 P to Q 4 is given as the first defence, with 4 P takes P as best, which is certainly inferior to 4 B takes P; in fact, the latter move is adopted by all the leading players in their serious contests of the last ten years. The author proceeds with 4 B to Q 3, and says, "Checking with Q would be bad for Black, *e.g.*, 4 Q to R 5 ch, 5 K to B sq, 5 P to B 6 (? ?) &c." Mr. Gossip's argument is, we think; Black's 4th move is bad, because he throws away the game by his 5th, which is a blunder. We may inform him, checking with Q is best, and followed up by 5 B to Q 3 gives Black the superior game. Our space does not allow us to go through the different variations, suffice it to say that they are up to the standard of the "Chess Player's Manual!" A note contained in the analysis of the classical defence is of too peculiar logic not to be quoted: "Although modern experience goes a long way to prove that its merits have been considerably overrated, and, despite the fact that it is now rarely adopted, it leads to most intricate and complicated variations, and abounds with interesting positions."

In the Gambit Declined, the author declares 2 P to Q 4 as Black's best move, a rather bold assertion, which the author does not attempt to prove. The first two games, which were given to illustrate the Bishop's Gambit (Anderssen-Dubois, Mongredien-Deacon) are here again published as an exemplification of the Declined Gambit; the author transposes simply the first four moves, and changes a few words in his notes. A strange course, we think.

The third part of the "Manual" contains the King's Bishop's Opening. Chapter XXI. treats of the Berlin Defence, 2 Kt to K B. In this and the following chapters, which are devoted to the classical Bishop's Opening and Queen's Bishop's Pawn Defence (2 B to B 4, 2 P to Q B 3), so far as the author copies other writers, he lacks but order in his explanations; when he attempts to be original, his products are most incorrect. As an example of this, we may quote from page 672 his note after the moves 1 P to K 4, 1 P to K 4, 2 B to B 4, 2 Kt to K B 3, 3 Kt to Q B 3—"This move is wrongly condemned by *La Stratégie*. In our opinion it is, perhaps, the very best move at White's disposal, inasmuch as it reduces the Opening to a variation of the Vienna Game, in which the first player, with correct play, should always obtain a very strong position." Certainly, but in the Vienna Game, it would be by no means correct play to proceed after the moves 1 P to K 4, 1 P to K 4, 2 Kt to Q B 3, 2 Kt to K B 3, with 3 B to B 4, Si tacuisses . . . .

The fourth part, *Close Openings*, begins with the Queen's Gambit. The author, after quoting Jaenisch, who attributed to the openings on Queen's side the first rank, says:—"Jaenisch wrote thus in 1847, but in 1859 Morphy scattered to the winds this notion, by his defeats of Harrwitz, who invariably adopted the Queen's Gambit, and lost nearly all the games." We would advise Mr. Gossip to examine more carefully the score; but even if Morphy had won all the games, it would but prove, we think, that he was the superior player. We read, in the next chapter, which treats of the French Game:—"The Opening is so designated, we presume, from its having been adopted by Labourdonnais, in 1834, in the ninth game of his match with MacDonnell." (sic?) We may inform the author, that the Opening was so designated from its having been adopted most frequently by the French Amateurs in Philidor's time. The whole treatise on the *Close Openings*, which also contains the Vienna Game—Saul among the prophets—is, in our opinion, worthless. It is a compilation, without order—variations given without judgment and most important lines of play are omitted in every one of these Openings.

The last pages of the "Manual" contain, not a treatise on the end game, but twenty-five problems! We will not criticise the latter, but may observe that among twenty-five problems, which ought to represent the best specimens of all composers, the figure 11 is too large for the products of Messrs. J. and W. Pierce.

In conclusion, we must mention the exterior of the book: paper and print are first-rate, but the merits of the publishers cannot compensate for the incapacity of the author.

THE LATE MR. STAUNTON.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I have read, in a Chess contemporary, a notice of the Chess career of the late Mr. Staunton, in which it is mentioned that he beat me "at large odds." The odds I received from Mr. Staunton were always Pawn and two moves, a great advantage certainly, and if our published games are to be taken as a test, your

contemporary is, no doubt, right in stating that he did beat me. But these *parties* represent a portion only of the games contested between us. If the whole, as in justice they ought, had been given to the world, it might possibly appear that I was not the vanquished one. I know, at all events, that many games won by me never afterwards saw the light of day.

I take this occasion to endorse all that has been said in commendation of Mr. Staunton's Chess play, of which I had some means of forming a personal judgment, having been very frequently his antagonist between the years 1844 and 1850, when he was at the top of his strength. I consider him, during that space of time, to have been unquestionably the ablest Chess player in England, and I think that an examination of the long roll of his printed games will commend that opinion to any unprejudiced mind. At the same period I also played a great deal with Mr. Buckle, and therefore had an opportunity of becoming acquainted with his style of Chess. Buckle had a superb genius for the game, but, in my judgment, he lacked something of the solid power, the unflagging patience, resource, and depth, of Staunton, and in a set encounter with him, would, I think, have had the worst of it. There was a remarkable difference, however, in the *physique* of the two men, and we all know the potent influence exercised by bodily condition over Chess play. This difference was in Staunton's favour. He had an extremely athletic build, and girth of chest indicative of a vital energy which, properly husbanded, ought to have carried him into his eighties. Buckle, on the contrary, was of a feeble, cachectic constitution, with a low vitality, which he further depressed by over indulgence in smoking. He once informed me that he had just been to consult a friend in the medical profession about his health, who asked him how many cigars he was in the habit of smoking *per diem*. The patient replied "eight," "whereupon," said Buckle, with a humourous grin, "the fellow had the impudence to tell me that he considered I was driving to —— eight in hand!"

WATERLOO LODGE, READING,
17th August 1874.

Yours faithfully, H. A. KENNEDY.

SOLUTIONS OF PROBLEMS.

JULY NUMBER.

No. 439.

WHITE.	BLACK.
1 Kt to Q B 3	1 K takes Kt
2 Q to K 4	2 Aught
3 Mates	

If 1 K to Q B 4 or K 4

2 Q to Q B 5 ch	2 K moves
3 Kt or B mates	

No. 440.

1 Q to K B 8	1 B takes B
2 Kt to K 5	2 Aught
3 Mate	

No. 442.

1 R to K Kt sq	1 P to K 6
2 B to Q sq	2 P to K 7
3 B to K sq	3 P takes B
4 R mates	

No. 478.

WHITE.	BLACK.
1 Kt to K R 2	1 Anything
2 Mates accordingly.	

No. 479.

1 B to Q Kt 4	1 K takes B
2 R to Q Kt 2 ch	2 K moves
3 Kt mates	

See Problems Reviewed

No. 480.

1 Q to Q Kt 5	1 B to K 7
2 K to K 6	2 Anything
3 Mates	

No. 481.

1 P to Q B 4 ch	1 K to K 3
2 Q to K Kt 8	2 K moves
3 Kt mates	

No. 482.

WHITE.	BLACK.
1 Kt to Q 3 dis ch	1 Kt interposes
2 Q to K Kt 7	2 Anything
3 Q mates	

No. 483.

1 K to Q B 5	1 P moves
2 Kt takes P	2 P moves
3 Kt to Q B 2	3 P takes Kt
4 R mates	

See Problems Reviewed

No. 484.

1 Kt to K Kt 7 ch	1 K to K 4
2 K to Q 3	2 P takes R
3 B to K B 6 ch	3 Aught
4 Q mates	

No. 485.

WHITE.	BLACK.
1 P to Kt 5	1 B takes P
2 Q to K R 5 ch	2 K to Q 2
3 R takes P ch	3 K to B 3 best
4 Q to B 3 ch	4 R interposes
5 Q takes R ch	5 K takes Q
6 Kt takes P mate	

The variations, too long for insertion, can easily be found from the above, and are most interesting.

No. 486.

1 Q to Q R 2 ch	1 Kt to Q Kt 6 best
2 R to K B 6 ch	2 P takes R
3 Q takes Kt ch	3 K to K 4
4 Kt to B 3 ch	4 Kt takes Kt
5 Q to K 6 ch	5 K takes Q
6 K to Kt dis ch	6 R takes R mate.

AUGUST NUMBER.

No. 487.

1 P to K B 4 ch	1 P takes P (*en passant*)
2 B to K R 3	2 Aught
3 Mates	

White may, however, for his second move, play Kt takes P ch, followed by R takes B mate.

No. 488.

1 Kt takes P	1 Kt takes Kt
2 Q takes P ch	2 K takes Q
3 Kt mates	

If 1 K takes P, 2 Q to R 5 ch

No. 489.

See Problems Reviewed.

No. 490.

1 Q to K Kt sq	1 B to K B 3
2 Q to K Kt 4	2 Kt takes R
3 Kt to K 5	3 Aught
4 Mates	

No. 491.

1 B to Q 5	1 Aught
2 Mates	

No. 492.

1 Q to K 3	1 K to Q 4
2 Kt to K B 3	2 Aught
3 Mates	

If 1 P takes Q

2 Kt to K Kt 6 ch	2 K moves
3 R mates	

No. 493.

1 R to K Kt 2	1 Either P moves
2 R takes P ch	2 K moves
3 Kt mates	

No. 494.

1 B to Q 6	1 B to K 4
2 B to Q R 3	2 Aught
3 Mates	

No. 495.

1 Q takes Kt	1 P takes B
2 R to K B 5 ch	2 K takes R
3 Q to K Kt sq ch	3 Aught
4 Q mates	

The variations of this beautiful problem are too long for insertion, but are well deserving of study.

No. 496.

1 B to K sq	1 K moves
2 B to Q Kt 4	2 K moves
3 B to Q R 5	3 K moves
4 Mate	

No. 497.

1 R to Q B 3	1 Q takes R
2 Kt to K 3 ch	2 P takes Kt
3 Q to K R 5 ch	3 K moves
4 Q mates	

Such is the author's solution, but the first move may be made the third.

No. 498.

1 Kt to K Kt sq	1 R to Q B 4
2 R to Q 4 ch	2 P takes R
3 Q to Q Kt 3 ch	3 R takes Q
4 Castles ch	4 Kt interposes, dis ch and mate.

No. 499.

1 B to K 5	1 R takes B
2 P takes R	2 P to K 6
3 K to Q 3	3 P to Q R 4
4 K takes P	4 P to Q R 5
5 K to K 2	5 P to Q R 6
6 B to B sq	6 P to Q R 7
7 Kt to B 2	7 P Queens
8 Kt mates.	

OUR PROBLEMS REVIEWED.

JULY NUMBER.

No. 439, by R. W. JOHNSON—"The Black King, looking every inch King of the open prairie, is so ingeniously lassoed that escape is hopeless," H. J. C. A.—"Very good," W. Nash.—"Uninteresting," T. R. H.—"A fair problem," W. J. N. B.

No. 440, by A. C. PEARSON.—"Very pretty," H. J. C. A.—R. W. J. is wrong, Q to K 7 will not answer.—"Obvious," W. Nash.—"Effective," T. R. H.—"Neat," W. J. N. B.

No. 441, by J. W. Abbott.—This problem admits of three solutions, as pointed out by H. J. C. A., R. W. J. and W. Nash.

No. 442, by J. SCOTT.—"For beginners," W. Nash.—"Peculiar, but familiar," T. R. H.—'Neat," H. J. C. A.—"Very neat," R. W. J.—"Pretty, but obvious," W. J. N. B.

No. 478, by D. CLARKE.—"Not up to the mark," W. Nash.—"Pretty," T. R. H.—"Very good," H. J. C. A.—"Easy," R. W. J.—"Ingenious," W. J. N. B.

No. 479, by R. ORMOND.—"As printed, this problem is a curiosity, for there are 7 solutions in 3 moves, and 1 in 2; a Black Pawn was unfortunately omitted at Q 6.

No. 480, by P. D. PHILLIPS.—"Fair," H. J. C. A.—"Very pretty," R. W. J.—"Pleasing," W. Nash.—"Inferior," T. R. H.—"Quite refreshing," W. J. N. B.

No. 481, by F. W. LORD.—"Very ingenious," H. J. C. A.—"Very pretty," W. Nash.—"Pretty," T. R. H.—"Clever," W. J. N. B.

No. 482, by A. TOWNSEND.—"A pleasing composition," H. J. C. A.—"Very neat," R. W. J.—"Simple, but neat," W. Nash.—"Very good," T. R. H.—"Meritorious," W. J. N. B.

No. 483, by W. COATES.—This problem also admits of three solutions, but was corrected in our second edition, by substituting a P at Q R 6 for the B at R 7.

No. 484, by V. N. PORTILLA.—"An elegant problem," H. J. C. A.—"Very excellent," W. Nash.—"Elegant," W. J. N. B.

No. 485, by H. J. C. ANDREWS.—"A very subtle and difficult position," W. Nash.

No. 486, by E. A. SCHMIDT.—"A very masterly and difficult sui mate," H. J. C. A.—"Difficult and good," R. W. J.—"A most ingenious position," W. Nash.—"Solved, but not reviewed by W. J. N. B."

AUGUST NUMBER.

No. 487, by D. CLARKE.—"The dual moves unfortunately spoil this elegant problem."

No. 488, by F. W. LORD.—"Very pretty," H. J. C. A.—"Very neat," T. R. H.—"Exceedingly neat," W. Nash.—"The best in the Number," R. Fisher.—"Excellent, the best in the Number,"—W. J. N. B.

No. 489, by P. D. PHILLIPS.—Double solution pointed out by H. J. C. A. and W. Nash.—Author's solution by R. Fisher, and second solution by T. R. H.

No. 490, by J. N. KEYNES.—"Difficult," H. J. C. A.—"Very difficult," R. Fisher.—W. Nash is wrong.—"Delightful and accurate," W. J. N. B.

No. 491, by W. C. COTTON.—"Obvious," H. J. C. A.—"Seen at a glance," T. R. H.—"Simple," W. Nash.—"Very ingenious," R. Fisher.—"Easy," W. J. N. B.

No. 492, by W. COATES.—"Elegant and ingenious," H. J. C. A.—"Very good," W. Nash.—"Good," W. J. N. B.

No. 493, by W. B. MASON.—"A curious position," H. J. C. A.—"Symmetrical, if nothing else," T. R. H.—"Simple," W. Nash.—"Self evident," R. Fisher.—"Neat, but easy," W. J. N. B.

No. 494, by A. C. PEARSON.—We regret that, by an omission, this problem has an obvious mate in two moves. Through pressure of time, the proof of both this and the succeeding position escaped examination, and in both has a Black Pawn been left out. In the present case it is at K R 4.

No. 495, by J. W. ABBOTT.—"Good," H. J. C. A.—"Looks like a good cooker," W. Nash.—H. J. C. A. and R. Fisher give the author's solution with the moves inverted, but a Black Pawn was omitted, by mistake, at Q Kt 6, preventing such.—"A capital performance," W. J. N. B.

No. 496, by J. MENZIES.—"Clever and well constructed," H. J. C. A.—"Simple," T. R. H.—"Pretty, but spoilt by duals," W. Nash.—"Very pretty," R. Fisher.—"A very poor composition," W. J. N. B.

No. 497, by V. N. PORTILLA.—"A defective position," H. J. C. A.—"Very poor," W. Nash.—"Easy," T. R. H.—"Obvious," W. J. N. B.

No. 498, by R. of B.—"Castling, generally objectionable in problems, is a special beauty of the capital sui-mate," H. J. C. A.—"Trash," W. Nash.—"Ingenious," W. J. N. B.

No. 499, by S. W. THOMAS.—"The leading idea is palpable," H. J. C. A.—"Poor," W. Nash. "Uninteresting," R. Fisher.—"Ingenious and interesting," W. J. N. B.

No. 500, by Mr. TYRELL.—"Pretty, but somewhat easy," H. J. C. A.—"Neat and pretty," T. R. H.

M. Barbier desires us to say that he will endeavour to reply to Mr. Andrews in our next number.

BRITISH CHESS ASSOCIATION TOURNEY.

SOLUTIONS OF THE PRIZE PROBLEMS.

First Prize.

"Look after the Cáby."

No. 443.

1 K to K 6 — 1 Any move
2 Mates accordingly

No. 444.

1 R to K 8 — 1 B takes Kt (a)
2 Q to Q 3 ch — 2 B takes Q
3 P to K 3 mate

(a)

1 B to Kt 3
2 Q to K Kt 3 — 2 B takes Q
3 Kt mates

No. 445.

1 K to Q 2 — 1 P takes B (a)
2 Kt to Q 5 — 2 K takes Kt
3 K to K 3 dis ch mate

(a)

1 B ta. B, or B to R 4
2 Kt to Kt 5 ch — 2 K to B 5
3 R to K B sq mate

No. 446.

1 B to K B 3 — 1 Kt takes R (a)
2 Kt to B 6 ch — 2 K takes P
3 Q to Q 5 ch — 3 Kt takes Q
4 B to B 2 mate

(a)

1 Kt takes Kt, or R to K B 2
2 Kt to B 6 ch — 2 K takes P best
3 Q to Q 4 ch — 3 K takes R
4 B mates

No. 447.

1 Q takes B — 1 R to Kt 5 (a)
2 Kt takes B P ch — 2 P takes Kt
3 R takes K P — 3 K takes R
4 Q to B 6 ch — 4 K takes Q
5 B to Q 8 mate

(a)

1 Kt takes Q
2 B to K 8 — 2 R to R 2
3 Kt at Q B 5 tak. P — 3 B takes Kt
4 R takes B ch — 4 K to Q 4
5 B takes P mate

Second Prize.

"Ultima Thule."

No. 448.

1 Q to Q B 8 — 1 Any move
2 Mates accordingly

No. 449.

1 B to K B 8 — 1 K takes R (a)
2 K to K 2 dis ch — 2 K to K 3
3 Q to K 7 mate

(a)

1 B to Q Kt 2
2 B to B sq ch — 2 K takes R
3 Q to Q 6 mate

No. 450.

1 B to Q R 2 — 1 R takes R (a)
2 Q to K B 7 — 2 Any move
3 Kt mates

(a)

1 R to K 4
2 R takes R ch — 2 Kt to Q 4
3 Kt mates

No. 451.

1 Q to K 7 — 1 B takes P (a)
2 B to K 4 ch — 2 K takes B
3 Kt to K B 4 — 3 K takes P
4 Q mates

(a)

1 K to B 3
2 B to K 4 ch — 2 K to Kt 4 best
3 Q to Q B 5 ch — 3 K to R 5
4 B mates

No. 452.

1 Kt to K R 4 — 1 K takes P (a)
2 Q to K B 5 ch — 2 B to K 4
3 Q to K 4 ch — 3 K takes Q
4 B mates

(a)

1 Kt to Q 5
2 Q to K B 5 ch — 2 Kt takes Q
3 B to K B 3 ch — 3 K to K 4
4 Kt to Kt 6 mate

Third Prize.

"Hoc ardua vincere docet."

No. 453.

1 Kt to R 2 — 1 B to R 6
2 Q to Q Kt sq — 2 Any move
3 Q mates

No. 454.

1 B to Q 4 — 1 R to R 3 best
2 P to Kt 3 — 2 P to B 3
3 Kt mates

No. 455.

1 Q to Q Kt 7 — 1 P takes Kt (a)
2 R to K 6 — 2 P takes R
3 Q to K R 7 — 3 Any move
4 Q mates

(a)

1 K to K 5
2 Q to Kt 4 ch — 2 K to B 4
3 Kt to K 6 — 3 Kt to B 3
4 Kt mates

No. 456.

1 R to R 6 — 1 B takes R
2 Kt to K 6 — 2 B moves
3 Kt takes B — 3 Kt moves
4 R mates

Fourth Prize.

"Why so, prithee?"

No. 457.

1 B takes B P — 1 Any move
2 Mates accordingly

No. 458.

1 Q to Q R 6 — 1 K to R 4, or B 4
2 P checks — 2 K to Kt 3
3 Kt to K 5 mate

No. 459.

1 Kt to Q 7 — 1 P takes Q
2 Kt to Kt 6 dis ch — 2 K moves
3 Kt mates

No. 460.

1 R to K 5 — 1 B takes Kt
2 Q takes P ch — 2 K takes Q
3 R takes B mate

No. 461.

1 P to Kt 7 — 1 B takes P
2 Kt to K 2 — 2 P to B 5
3 Q to Q 2 ch — 3 K moves
4 Q or Kt mates

Fifth Prize.

"The best laid schemes, &c."

No. 462.

1 Q to R 7 — 1 Anything
2 Mates accordingly

No. 463.

1 Q takes B — 1 R to B 6 ch (a)
2 K to Kt 6 — 3 K takes Kt
3 Q to B 4 mate

(a)

1 R to B 3 ch
2 K to B 5 — 2 Any move
3 Mates accordingly.

No. 464.

1 K R to Kt 2 — 1 P takes R (a)
2 Kt takes Kt — 2 P takes Kt
3 B to Q 8 mate

(a)

1 Kt takes Kt
2 Q to B 6 — 2 Aught
3 Q or R mates

No. 465.

1 B to K 4 — 1 P takes B (a)
2 R to B 5 — 2 K takes R
3 Kt to B 4 dis mate

(a)

1 R takes Q R
2 Q to K 3 ch — 2 K takes Q
3 Mates

No. 466.

1 Q R to Kt 4 — 1 Kt takes R
2 Q to K B 3 — 2 B takes R
3 Q mates

If 2 P or R takes Q
3 Kt mates

Sixth Prize.

"All's well that ends well."

No. 467.

1 B takes R P — 1 Any move
2 Kt or B mates accordingly

No. 468.

1 B to R 4 — 1 P takes Kt (a)
2 B to K 7 — 2 K to B 4 or K ta. R
3 R or B mates

(a)

1 P takes P
2 B to K 6 ch — 2 K takes R or B
3 Kt or P mates accordingly

No. 469.

1 Kt to Q 3 — 1 K takes Kt (a)
2 Q to K 8 — 2 K moves
3 Q mates

(a)

1 K to B 5
2 Q to K 5 — 2 K takes Kt or K to B 6
3 Q mates

No. 470.

1 R to Q R 8 — 1 K takes Kt
2 Kt takes P — 2 K takes Kt
3 B to K 6 — 3 P takes B
4 R to K B 8 mate

No. 471.

1 R to R 5 — 1 Kt takes R
2 Kt to B 7 — 2 R at Kt 3 takes P
3 Q takes P ch — 3 K takes Q
4 K to B 2 — 4 R to K Kt 3
5 P to K 3 mate

Eighth Prize.

"Ludimus Effigiem Belli."

No. 472.

1 Q to Q Kt sq and mates next move.

No. 473.

1 R to K Kt sq — 1 K takes P
2 Q to Q R sq ch — 2 K takes Q
3 B to B 4 dis ch mate

No. 474.

1 Q to Kt sq — 1 R takes Q
2 Kt to K 7 ch — 2 K takes Kt
3 R mates

No. 475.

1 Kt to K R 6 — 1 P takes Kt
2 B to K Kt 8 — 2 K to Q 6
3 B takes P mate

No. 476.

1 R P takes P — 1 P to K Kt 3
2 R to K R sq — 2 B takes R
3 R to K R 8 — 3 Aught
4 R mates

PRIZE PROBLEMS REVIEWED.

First Prize.

"Look after the Cáby."

No. 443.—"A good problem, free from duals," H. J. C. A.—"Very good and original," W. Nash.—"A Gem," W. J. N. B.

No. 444.—"More elegant than difficult," H. J. C. A.—A good problem, but not free from duals," W. Nash.—"Interesting and pretty," W. J. N. B.

No. 445.—So heavily laden with duals that the set should have been disqualified," H. J. C. A.—"Has nothing whatever to commend it, the position is unnatural and inelegant, and is completely spoilt by inexcusable duals," W. Nash.—"Piquant," W. J. N. B.

No. 446.—"Possesses nearly all the qualities requisite in a

first class problem," H. J. C. A.—"A first class problem, attack and defence being alike difficult," W. Nash.—"Elegant and ingenious," W. J. N. B.

No. 447.—Very inferior to its predecessors, although not without merit," H. J. C. A.—"A fine and difficult study," W. Nash.—"A subtle and splendid study," W. J. N. B.

REMARKS ON THE SET.—It contains the finest problem in the whole series (No. 446), but is otherwise lucky beyond its deserts," H. J. C. A.—"Inferior to the next set, which contains no bad problem like 445," W. Nash.

SECOND PRIZE.

"Ultima Thule."

No. 448.—"Very good and well constructed, and refreshingly free from duals," H. J. C. A.—"Very neat," W. Nash.—"Above par," T. R. H.—"Excellent," W. J. N. B.

No. 449.—"Ingenious, but comparatively easy." H. J. C. A.—"A capital problem," W. Nash.—"Very fine," W. J. N. B.

No. 450.—"Very fine, the power exercised by the White Bishops is extraordinary," H. J. C. A.—"Very good," W. Nash. "Rich, but artificial," T. R. H.—"Another beauty," W. J. N. B.

No. 451.—"Brilliant and beautiful," H. J. C. A.—"A first class four mover, the most difficult of the set," W. Nash.—"Most exquisite," W. J. N. B.

No. 452.—"A capital problem in all respects," H. J. C. A. "A real gem, superior to the four mover in the 10th set," W. Nash.—"A praiseworthy problem," W. J. N. B.

REMARKS ON THE SET.—"Of very equal merit throughout, and unimpeachable accuracy; I should have placed this set first, as it contains no bad problem," H. J. C. A.

THIRD PRIZE.

"*Hoc ardua vincere docet.*"

No. 453.—"Difficult, but somewhat deficient in variety," H. J. C. A.—"Simple, and without variation," W. Nash.—"A subtle and ingenious idea," W. J. N. B.

No. 454.—"A crowded and artificial position, with much ado about nothing," H. J. C. A.—"A horrid affair; what a pity the composer could not find room for the other six Pawns," W. Nash.—"Over-crowded," T. R. H.—"Admirable," W. J. N. B.

No. 455.—"The most difficult of the set," H. J. C. A.—"Very brilliant ideas, and one of the best and most difficult in the tourney," W. Nash.—"Interesting and instructive," W. J. N. B.

No. 456.—"Rather original, the capture of the Bishop being cleverly contrived," H. J. C. A.—"Very quaint, and praiseworthy," W. Nash.—"A capital performance," W. J. N. B.

REMARKS ON THE SET.—"More remarkable for difficulty than for beauty of idea and elegance of construction," H. J. C. A.—Superior to the Fourth Prize set, but decidedly inferior to the Fifth set.

FOURTH PRIZE.

"Why so, prithee?"

No. 457.—"Decidedly faulty," H. J. C. A.—"Good, but spoilt with duals," W. Nash.—"Passable," T. R. H.—"Delightfully complex," W. J. N. B.

No. 458.—"A good problem," H. J. C. A.—"Position very ungainly, but good enough for the idea," W. Nash.—"Unnatural in form, but not easy," T. R. H.—"Ingenious and pretty," W. J. N. B.

No. 459.—"Pretty, but easy," H. J. C. A.—"Simple, and without variation," W. Nash.—"Very good," T. R. H.—"Charming," W. J. N. B.

No. 460.—"Solution good, but variations weak, the best point of the problem being the narrow escape from a second solution by 1 R takes B," H. J. C. A.—"Simple," W. Nash.—"Palpable and improbable," T. R. H.—"Easy," W. J. N. B.

No. 461.—"Uninteresting," H. J. C. A.—"Far better as a three mover," W. Nash.—"Neat, but obvious," W. J. N. B.—

REMARKS ON THE SET.—"Rather a weak set," H. J. C. A.—"Its proper place is No. 6 on the list," W. Nash.

FIFTH PRIZE.

"The best laid schemes, &c."

No. 462.—"A beautiful problem, unfortunately marred by duals," H. J. C. A.—"Exceedingly pretty," W. Nash.—"Ingenious, but awkward," T. R. H.—"Good," W. J. N. B.

No. 463.—"Rather poor," H. J. C. A.—"Insipid," W. Nash. "Inferior," T. R. H.—"Neat," W. J. N. B.

No. 464.—"Very good; the variations are pleasing and ingenious," H. J. C. A.—"Simple," W. Nash.—"Beautiful," W. J. N. B.

No. 465.—"Of moderate pretensions only," H. J. C. A.—"A real good problem," W. Nash.—"First class," W. J. N. B.

No. 466.—"Pretty, but rather easy," H. J. C. A.—"Exceedingly good," W. Nash.—"A splendid study," W. J. N. B.

REMARKS ON THE SET.—"There is only one problem in it up to prize standard, in my opinion. Prettiness there is in profusion, but no depth. The absence of a four mover from the set is a noticeable feature. As it contains two, if not three, good positions, it is superior to the 3rd set, which possesses but one problem worthy of notice. I would place this set 3rd," H. J. C. A.

SIXTH PRIZE.

"All's well that ends well."

No. 467.—"Duals abound to an inexcusable degree." H. J. C. A.—"Poor," W. Nash.—"Marred by duals." W. J. N. B.—"Medium," T. R. H.

No. 468.—"Double solution by (B to R 4) the author's, or R to R 4. This was pointed out a year ago, both in Germany and England," H. J. C. A.—W. Nash sends the solution commencing R to R 4, but is unable to find the author's. If P takes P, B to K 6 ch, will have the desired effect.—W. J. N. B. sends the author's.

No. 469.—"Beautiful," H. J. C. A.—"A little gem," W. Nash.—"Difficult," T. R. H.—"Good," W. J. N. B.

No. 470.—"Very good indeed; a worthy companion to the preceding," H. J. C. A.—"A first class problem, and very difficult," W. Nash.

No. 471.—"Inferior, in beauty and interest, to the preceding pair," H. J. C. A.—W. Nash says, "there is such a vagueness about the position that I doubt whether it has a solution; perhaps the first move is R to R 5?"

REMARKS ON THE SET.—"It possesses much merit and ingenuity, but the duals in 467, and the double solution of 468 are fatal to its pretensions for a prize," H. J. C. A.

W. NASH, in the belief that 468 is correct, places it 4th on the list, and considers it a very creditable set.

EIGHTH PRIZE.

"Ludimus Effigiem Belli."

No. 472.—"Pretty but obvious," H. J. C. A.—"Weak, but the best of the set," W. Nash.—"Good," T. R. H.—"Easy," W. J. N. B.

No. 473.—H. J. C. A. and W. Nash point out that there is no solution to the problem if Black play 1 P to K 6 in reply to the key move of R to Kt sq. T. R. H. and W. J. N. B. have tried to solve it by 1 K to Q Kt sq, overlooking the defence of Kt to Q B 4.

No. 474.—Two solutions, by H. J. C. A., W. Nash and W. J. N. B.

No. 475.—"For the juveniles," H. J. C. A.—"Very tame," W. Nash.—"Neat," W. J. N. B.—"Ingenious," T. R. H.

No. 476.—Two solutions, by H. J. C. A., W. Nash and W. J. N. B.

REMARKS ON THE SET.—"Too inaccurate to invite much comment, although there is some beauty of idea in all five," H. J. C. A.—"Whatever were the judges about? Is it possible a worse set could have been found? This set of problems is the worst I ever saw take a prize," W. Nash.

No. 477.—"Special two move prize," Imagine.—"Very artistically constructed," H. J. C. A.—"A good problem, but not better than 462," W. Nash.—"Its chief attraction is its accuracy," W. J. N. B.—"Good," T. R. H.

We reserve our own criticism of the above problems till all the awards are completed.

PROBLEMS.

No. 500.—By R. W. JOHNSON.

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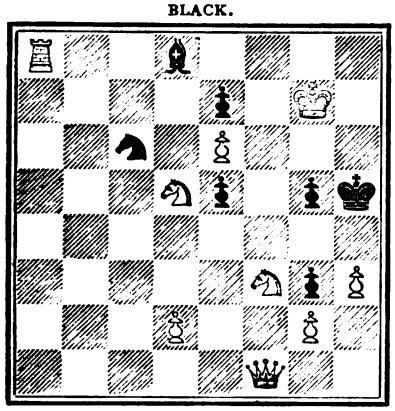

WHITE.

White to play and mate in two moves.

No. 501.—By F. W. LORD.

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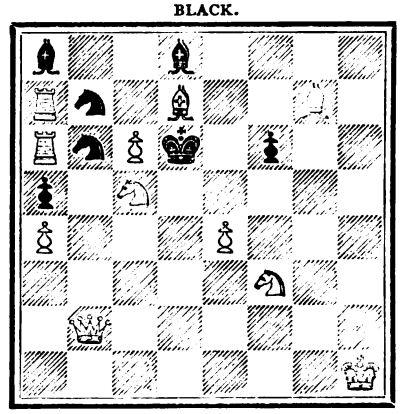

WHITE.

White to play and mate in two moves.

No. 502.—By J. W. ABBOTT.

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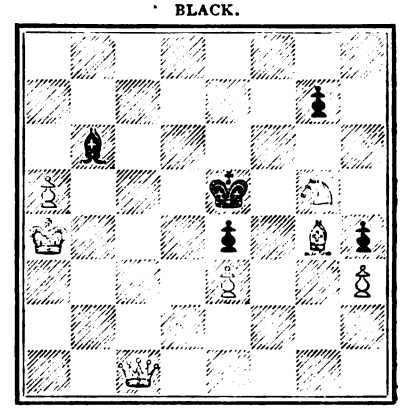

WHITE.

White to play and mate in three moves.

No. 503.—By H. MACPHERSON.

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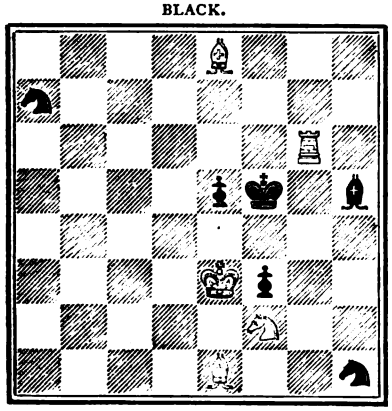

WHITE.

White to play and mate in three moves.

No. 504.—By H. JAMES.

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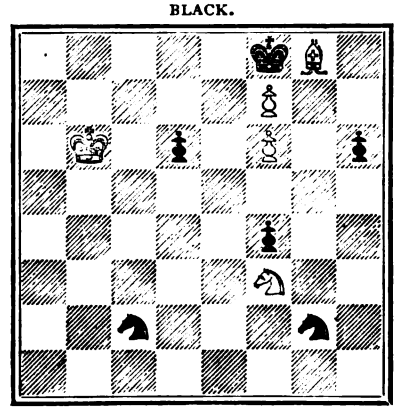

WHITE.

White to play and mate in three moves.

No. 505.—By D. CLARKE (Barnaul).

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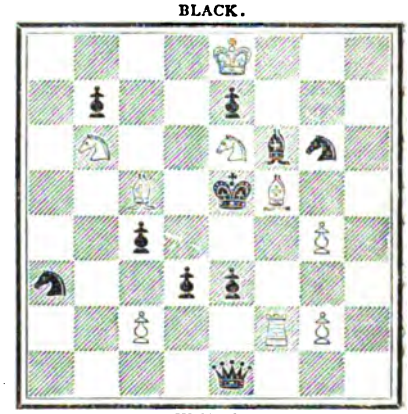

WHITE.

White to play and mate in three moves.

No. 506.—By Dr. GOLD.

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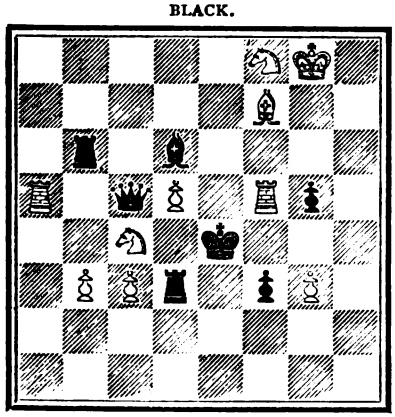

WHITE.

White to play and mate in three moves.

No. 507.—By J. N. KEYNES.

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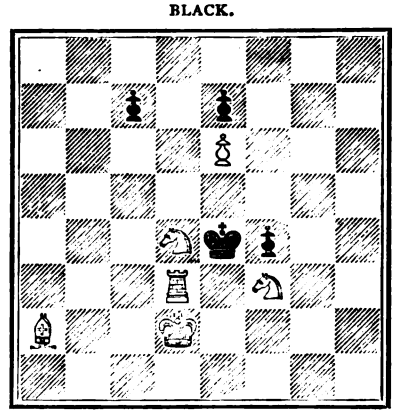

WHITE.

White to play and mate in three moves.

No. 508.—By J. MENZIES.

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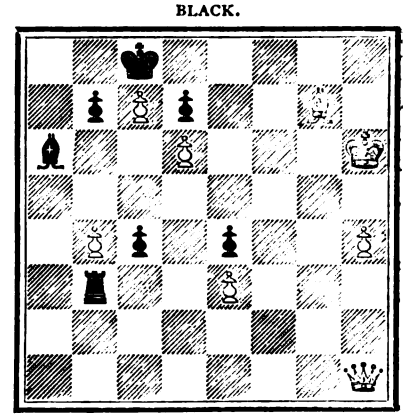


WHITE.

White to play and mate in three moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 273.

King's Gambit Declined.

White. Mr. P. Morphy.	Black. Mr. Barnes.
1 P to K 4	1 P to K 4
2 P to K B 4	2 B to B 4
3 Kt to K B 3	3 P to Q 3
4 P to Q Kt 4	4 B to Kt 3
5 B to B 4	5 Kt to K B 3
6 Q to K 2	6 Kt to B 3
7 P to B 3	7 Castles
8 P to Q 3	8 P takes P (a)
9 Q B takes P	9 P to Q 4
10 B to Q Kt 3	10 P takes P
11 P takes P	11 B to Kt 5 (b)
12 Q Kt to Q 2	12 K Kt to R 4
13 B to K 3	13 Kt to K 4
14 Castles Q side (c)	14 Kt to Q 6 ch
15 K to B 2	15 K Kt to B 5
16 B takes Kt	16 Kt takes B
17 Q to B sq	17 Q to K 2
18 P to K B 3	18 B to K R 4
19 P to Kt 4	19 B to Kt 3
20 K to Kt 2	20 Q R to Q sq
21 Kt to Q 4	21 B takes Kt
22 Q takes Kt (d)	22 B to K 4
23 Q to K 3	23 Q takes P
24 P to K R 4	24 P to K R 4
25 Kt to B 4	25 Q to K 2
26 R takes R	26 R takes R
27 P takes P	27 B takes R P (e)
28 Q to Kt 5	28 Q takes Q
29 P takes Q	29 B to B 6
30 R to K B sq	30 B to K 7
31 Kt takes B (f)	31 B takes R
32 P to Kt 6	32 R to Q 3
33 P takes P ch	33 K to B sq
34 Kt to B 3	34 R to K B 3
35 Kt to Kt 5	35 R to B 7 ch
36 K to R 3	36 P to B 4
37 P to K 5	37 P to Kt 4
38 Kt to R 7 ch	38 K to K 2
39 P to B 8 queening ch	39 R takes Q
40 Kt takes R	40 K takes Kt
41 B to Q 5	41 P to Kt 4
42 B to B 3	42 B to R 6
43 P to B 4 (g)	43 P takes P
44 K to Kt 2	44 P to Kt 5
45 B to Q 5	45 P to Kt 6
46 K to B 3	46 B to K 3 (h)
47 B to B 6	47 K to K 2

And Black wins.

(a) This move prevents the impending storm by the advance of White's Pawns on the King's flank, and provides Black with a fine attack in the centre.

(b) Black could safely capture the Pawn, *e.g.*:

	11 Kt takes P
12 Q takes Kt	12 R to K sq
13 Kt to K 5	13 Kt takes Kt
14 B takes Kt	14 Q to B 3

(Stronger than Q to K 2, as given by Mr. Staunton). However, the move in the text leads to a very interesting struggle, which is conducted by Black with rare ability and fine judgment.

(c) If 14 Castles K side, Black wins by 14 Kt to K B 5, 15 Q to K sq or B 2, 15 Q Kt to Q 6.

(d) If 22 P takes B, Black retires his Knight, and wins then at least a Pawn.

(e) If 27 B takes K P, White would establish by 28 R to K Kt sq, a fine counter attack.

(f) The following moves deserve the highest praise on both sides.

(g) A fine conception, providing White with a good chance to draw the game.

(h) The deciding coup. 46 P to Kt 7 would lead to a draw 47 B takes Kt P, 47 B takes B, 48 K takes P, 49 K to K 2, 49 K takes P, and Black's R P cannot win.

GAME 274.

Petroff Defence.

Played simultaneously, with four other games, 26th April 1859.

White. Mr. P. Morphy.	Black. Mr. Barnes.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 B to B 4	3 Kt takes P
4 Kt to B 3	4 Kt takes Kt
5 Q P takes Kt	5 P to K B 3
6 Q to R 5 ch	6 Q to K 2
7 Kt to R 4	7 Castles
8 Q to R 5 ch	8 Q to K sq
9 P to B 4	9 B to K 3 (b)
10 B takes B	10 Q takes B
11 P takes P	11 Q P takes P
12 Kt to Kt 6	12 B to B 4 ch
13 K to R sq	13 R to K sq
14 Q takes R P	14 Q to Kt sq
15 Q to R 5	15 Kt to Q 2
16 P to Q Kt 4	16 B to Q 3
17 B to Q 2	17 Q to B 2
18 Q to Kt 4	18 Q to K 3
19 Q to K 4	19 Kt to Kt 3
20 Q takes Kt P (c)	20 Q to Kt 5
21 P to Q R 4	21 R to Q B sq
22 Q R to Q sq	22 Q takes Kt
23 B to K 3	23 Kt to B 5
24 Q to B 6	24 Q to B 2
25 B takes P	25 P to K 5 (d)
26 R to Q 4	26 Q to R 4
27 R to K B 4	27 P to K 6
28 P to Kt 4	28 P to K 7 (e)
29 P takes Q	29 P to K 8 queening ch
30 K to Kt 2	30 R to K 7 ch
31 K to R 3	31 P to B 4
32 Q takes Kt	32 Q to B 8 ch (f)
33 K to R 4	33 R takes P ch
34 K to Kt 5	34 Q to Kt 7 ch
35 R to Kt 4	35 P takes R
36 Q to B 7 (g)	36 Q to B 3
37 P to Kt 5	37 Q to Q 2
38 R takes B	38 Q takes R and wins.

(a) The usual course is here 7 P to K Kt 3.

(b) This move loses a Pawn, but it was still the best under the circumstances.

(c) This capture cost a piece; it cramps however Black's movement very much.

(d) A terrible advance; Black has to defend himself against a powerful attack, still he manages to establish a victorious counter attack in a very few moves.

(e) The winning move.

(f) Beautifully played: If R takes Q, mate follows immediately.

(g) Q to Kt 8 ch would lead to nothing; the move in the text threatens at least a draw.

GAME 275.

Queen's Gambit Declined.

Played at the St. George's Club, the 8th of August 1874.

White. Mr. J. Cochrane.	Black. Mr. J. H. Zukertort.
1 P to Q 4	1 P to Q 4
2 P to Q B 4	2 P to K 3
3 Kt to K B 3	3 P to Q B 4
4 P to K 3	4 Kt to Q B 3
5 Kt to B 3	5 Kt to B 3
6 Q P takes P (a)	6 K P takes P
7 B to Kt 5	7 P to Q R 3
8 B to K 2 (b)	8 P to Q Kt 3
9 Castles	9 B to Kt 2
10 P takes P (c)	10 P takes P
11 P to Q Kt 3	11 B to K 2
12 B to Kt 2	12 Castles
13 R to B sq	13 Q to Q 3
14 Q Kt to R 4	14 Kt to K 5 (d)
15 B to Q 3	15 P to B 4
16 Kt to Q 2 (e)	16 Q R to Q sq
17 B takes Kt (f)	17 Q P takes B
18 Kt to B 4	18 Q to Kt 3
19 Q to K 2	19 P to K B 5 (g)
20 P takes P	20 R takes P
21 Kt to K 3	21 Kt to Q 5
22 Q to B 4 ch	22 K to R sq
23 Kt takes P (h)	23 Kt to B 6 ch
24 K to R sq	24 R to R 5
25 P takes Kt (i)	25 R takes P ch
26 K takes R	26 B to Q 3 ch

And White resigns.

(a) I do not think that this and the following move are recommendable.

(b) Although the capture of the Knight would strengthen Black's centre, it was preferable to the move in the text, which loses time.

(c) With this move White begins the attack against the weak point in Black's game—his B P.

(d) 14 Kt to Q 2 was the safer course.

(e) 16 B takes Kt, 16 B P takes B, 17 Kt to Q 2 would win a Pawn, but for the price of an inferior position.

(f) The better move was 17 Kt takes Kt.

(g) This move forces the exchange of the Pawns, as Black is threatening 20 P to B 6, and establishes an irresistible attack against White's King's flank.

(h) If 23 K to R sq, 23 R to R 5, and White has no means to avoid the disaster.

(i) If 25 P to K R 3, 25 Q B to B sq, and Black forces the game by 26 B takes P or 26 Q takes P ch, 27 K takes Q best, 27 B takes P ch, 28 K to Kt 3, 28 B to Q 3 ch.

(k) It is very desirable that the new school should take as example the marvellous rapidity of play shown by Mr. Cochrane in all the skirmishes in which I had the honour to meet the Nestor in Caissa's Empire.

GAME 276.

Evans Gambit.

Played the 25th July 1874, at Simpson's Divan.

White. Mr. J. H. Zukertort.	Black Mr. G. H. D. Gossip.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to R 4
6 Castles (a)	6 Kt to B 3
7 P to Q 4	7 Castles (b)
8 B to R 3 (c)	8 R to K sq (d)
9 Q to Kt 3 (e)	9 P to Q 3
10 B takes P ch	10 K to R sq
11 B takes R	11 Q takes B
12 P takes P	12 Kt takes P
13 Q Kt to Q 2	13 B to Kt 3
14 Kt takes Kt	14 Q takes Kt
15 Kt to B 4 (f)	15 Q takes K P
16 Q R to K sq	16 Q to K B 5
17 B to B sq	17 Q to R 5
18 Kt takes B	18 R P takes Kt
19 Q to B 7	19 B to Kt 5
20 R to K 7	20 R to K Kt sq
21 R takes P	21 B to K 7
22 R to K sq	22 B to R 4
23 Q to B 4 (g)	23 Kt to Kt 5
24 Q to K B 4	24 Q to Q sq
25 K R to K 7	25 R to K sq (h)
26 Q to Kt 5	26 B to Kt 3
27 R takes R ch	27 Q takes R
28 Q to K 7	28 Q to K Kt sq
29 P to K R 3 (i)	29 Kt to B 3
30 B to K 3	30 Kt to Q 4 (k)
31 Q takes P ch	31 Q takes Q
32 R to B 8 ch	32 Q to B sq
33 R takes Q ch	33 K to Kt 2
34 R to Q Kt 8	34 B to Kt 8
35 R takes P ch	35 K to Kt 3
36 B takes P	

And White wins.

(a) This old variation of the Evans Gambit is certainly stronger than the new school believes it to be; I think it is doubtful whether Black, in some of the continuations, has more than a drawn game. I adopted it against Mr. Gossip for the special purpose to ascertain whether the Editor of the new *Chess Player's Manual* has a knowledge of the openings which exceeds the very common science of the favourite variations of the present time. Black's eighth move settles this question beyond any doubt.

(b) If 7 P takes P, White obtains an irresistible attack by 8 B to R 3, if 7 P to Q 3, White has different favourable continuations at his disposal; he may choose 8 Q to R 4, 8 P takes P (intending if 9 P takes P, 9 B to Q 2, 10 P to Q 5, 10 Kt to K 4), 9 P to K 5, with an excellent game. The variation 7 Kt takes K P leads to an inferior game by 8 B to R 3, 8 P to Q 3, 9 Q to R 4.

(c) I consider this the strongest continuation: P to Q 5, 8 Kt to K 2 leaves Black with a Pawn ahead and the better position; 8 P takes P, 8 K Kt takes P, 9 Q to B 2 best, 9 Kt to B 4 or 9 P to Q 4 with a good game: 8 Kt takes P, the favourite of the American school, gives Black the opportunity to obtain the better position for the extra Pawn, as will be shown on another occasion.

(d) A grave oversight, which loses the exchange and a Pawn on the move.

(e) 9 Kt to Kt 5 looks stronger, and wins also the exchange, but the move in the text developes the Queen and protects the B P, so enabling White to play his Q Kt.

(f) The sacrifice of the K P enables White to bring his Rooks into immediate action.

(g) The only move, as Black threatens to attack by Kt to Kt 5 the B P and the R P, which can be defended only by the Queen.

(h) Threatening to capture, with the Queen, the Rook at B 7. If 25 R to B sq, White wins a piece by 26 Q to Kt 5.

(i) The first move of the final combination, which forces the exchange of Queens and wins a Pawn.

(k) If 30 Kt to K sq, 31 R takes P, 31 P to R 3, 32 B to Q 4, 32 K to R 2, 33 P to Q R 4, 33 B to B 7, 34 R to Kt 8, 34 B to Kt 3, 35 R takes P and wins.

GAME 277.

The three following Games were played in the Chicago Tourney. All three have appeared in the American Papers.

Bishop's Gambit.

White. Mr. Hosmer.	Black. Capt. Mackenzie.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 P to Q 4
4 B takes P	4 Q to R 5 ch
5 K to B sq	5 P to Q B 3 (a)
6 B to B 4 (b)	6 B to K Kt 5
7 Kt to K B 3	7 Q to R 4
8 P to Q 4	8 P to K Kt 4
9 P to K R 4	9 B to Kt 3
10 K to Kt sq	10 B takes Kt
11 P takes B	11 Kt to Q 2
12 P takes P	12 Q takes P ch
13 K to B sq	13 Castles (c)
14 K B takes P	14 Q to B 3 (d)
15 B to R 5	15 Q takes P
16 Q takes Q	16 B takes Q
17 P to B 3	17 B to K 4
18 Kt to R 3	18 K Kt to B 3
19 Kt to B 4	19 B to B 2
20 B to B 7	20 P to Kt 4 (e)
21 Kt to Q 2	21 Kt to K 4
22 B to K 6 ch	22 K to Kt 2
23 P to R 4	23 P to Q R 3
24 P takes P	24 R P takes P
25 K R to R 6	25 K R to B sq
26 K to K 2	26 R to Q 6
27 Kt to Kt 3 (f)	27 R takes K B P
28 Kt to B 5 ch	28 K to Kt 3 (g)
29 P to Kt 4	29 B to Kt sq
30 B to B 5 (h)	30 R to B 2
31 R to R 6 ch	31 K to B 2
32 Kt to K 6 ch	32 K to Kt 2
33 Kt to B 5 ch	33 K to B 2
34 R to R 8 (i)	34 R takes P
35 Q B takes P	35 R takes Kt (k)
36 P takes R	36 Kt to Q 2
37 B to R 2 (l)	37 K to Kt 2
38 R takes B ch	38 Kt takes R
39 B takes Kt	39 Kt to Q 2
40 B to Q 4 (m)	40 Kt to B sq
41 R to B 6	41 R takes R
42 B takes R	42 K to B 2
43 K to K 3	43 Kt to Q 2
44 B to K 7	44 P to R 4
45 K to Q 4	45 K to B sq
46 P to K 5	46 P to Kt 5
47 P to K 6	Resigns (n).

(a) A bad move, driving the adverse Bishop to a better square, and hampering the development of his own forces.

(b) The proper move, enabling White to retreat the Bishop to K 2, if necessary.

(c) 13 Kt to Kt 3, followed up by 14 Castles, would preserve the Pawn, as White was then forced to protect his Q P.

(d) The move in the text wins back the Pawn, but leads to the exchange of Queens, which is by no means favourable to Black. 14 Kt to K 4 would give Black a fine attack, *e.g.*—

	14 Kt to K 4
15 B to K 6 ch, or (A)	15 K to Kt sq
16 B to R 3	

Enabling White to defend the B P against Q to Kt 6.

	16 Kt to Kt 3
17 P to B 3	17 Kt to B 3
18 B to Kt 2	18 Kt to R 4
19 R to R 2	19 K R to Kt sq
20 Kt to R 3	

If 20 Q to K sq, Black replies 20 Kt to Kt 6 ch, 21 K moves, and 21 R takes P.

	20 Kt to R 5

and Black has the superior game.

(A)

15 R to Kt sq	15 Q to R 3
16 B to Kt 3	

16 B takes Kt, 16 K R takes B, would be evidently in favour of Black.

	16 Q to R 6 ch
17 K to B 2	17 Kt to Q 6 ch
18 Q takes Kt	

If 18 K to K 2, Black forces the game by 18 Q to R 7 ch.

	18 B takes P ch
19 Q takes B best	

If K move, Black wins by checking with the Queen.

	19 R takes Q
20 B takes Kt best	20 Q to R 5 ch
21 K to K 2	21 Q to R 7 ch

and wins.

(e) 20 Kt to K 4, I think, was better. White could not venture to take B P, *e.g.*—

	20 Kt to K 4
21 B to K 6 ch	21 K to Kt sq
22 B takes P	22 Kt takes P
23 B takes B ch	23 K takes B
24 B to B 5	

If 24 K to B 2, 24 Kt to Kt 4.

	24 P to Kt 4

and Black remains a Pawn ahead.

(f) The proper answer, which provides White with a fine attack. White's play from now, to the end of the game, is of the highest order, every move tells.

(g) 28 K to Kt sq was not very satisfactory, but better than this dangerous move.

(h) Again very well played.

(i) A splendid coup; the position is most remarkable. Black is at present safe, but he must commit suicide; whichever piece he chooses to play, he loses.

(k) The only move to avoid immediate disaster.

(l) 37 K B takes Kt would lead to nothing, as Black replies 37 R takes Q B.

(m) The move in the text is certainly good; the simplest course, however, was 40 B takes Kt, 40 R takes B, 41 B to Q 6, 41 K to B sq, 42 P to K 5, 42 K to Q sq, 43 P to K 6, 43 R to Kt 2, 44 R to B 6, 44 R to Kt sq, 45 R to B 8 ch, 45 R takes R, 46 P to K 7 ch.

(n) If 47 Kt to Kt sq, 48 B to Q 6, and White Queens in three moves.

GAME 278.

Ruy Lopez.

White. Capt. Mackenzie.	Black. Mr. Hosmer.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 Kt takes P
6 P to Q 4	6 P to Q Kt 4
7 B to Kt 3	7 P to Q 4
8 P takes P	8 B to K 3 (a)
9 B to K 3	9 B to K 2
10 Q Kt to Q 2 (b)	10 Kt to B 4
11 Q to K 2	11 P to Q 5 (c)
12 B to K B 4	12 Kt takes B
13 R P takes Kt	13 Kt to Kt 5
14 P to B 3	14 Kt to B 7 (d)
15 R takes P	15 P to Q 6 (e)
16 R takes R	16 P takes Q
17 R takes Q ch	17 K takes R
18 R to Q B sq	18 Q B to B 4
19 P to K Kt 4	19 B to Q 6
20 K to Kt 2	20 P to Kt 4
21 B to K 3	21 P to Q B 4
22 Kt to K sq	22 Kt takes Kt ch
23 R takes Kt	23 P to R 4 (f)
24 P to R 3	24 P takes P
25 P takes P	25 P to B 3
26 Kt to B 3 (g)	26 P takes P (h)
27 Kt takes K P	27 B to K 5 ch
28 P to B 3	28 B to Q 4
29 R takes P	29 R to B sq (i)
30 R to Q 2	Resigns

(a) Andersen prefers here 8 Kt to K 2, followed up by 9 B to Kt 2.

(b) 10 P to Q B 3 was preferable.

(c) A premature advance.

(d) Black overlooks the proper continuation: 14 P to Q 6, 15 Q to K 4, 15 B to Q 4, 16 Q to B 5, 16 P to Kt 3, 17 Q to R 3 best, 17 Kt to B 7, 18 Q R to Q sq, 18 P to K R 4, and Black has the better game.

(e) The best move under the circumstances, as 15 R takes R would lose another Pawn by 16 Q takes P ch.

(f) A good move, which gives Black a chance of an attack against the adverse King.

(g) I doubt very much the wisdom of this move: 26 P takes P, 26 B takes P (if 26 B to Q 3, 27 B takes Kt P), 27 Kt to B 3, followed up by 28 Kt to Kt sq, was the best course.

(h) Black throws away a fine chance: 26 B to K 5 at once would be very troublesome for White. The following variations will show that he cannot capture either Pawn:—

	26 B to K 5
27 R takes P, or (A)	27 P to B 4
28 B to B sq	28 B to B 3
29 K to Kt 3	29 P to B 5 ch
30 K to Kt 2	30 R to R 5
31 R to Q 3 ch	31 K to K sq
32 R to Q 3	32 P to B 5
33 P takes P	33 P takes P
34 R to Q 4	34 R takes P ch
35 K to B sq	35 B takes Kt
36 R takes Q B P	36 R to R 5
37 K to K sq	37 R to R 8 ch
38 K to Q 2	38 R to B 8

and Black will win easily.

(A)

27 P takes P	27 B to Q 3
28 P to B 7, or (B)	28 K to K 2
29 R takes P	29 K takes P
30 B to B 4	

The only move to save the forced mate.

	30 B takes Kt ch
31 K takes B	31 B takes B

and Black ought to win.

(B)

28 B takes Kt P	28 R to R 7 ch
29 K to Kt sq	29 B takes Kt
30 P to B 7 dis ch	30 K to B 2

and Black forces the mate.

(i) A blunder, which loses a piece; but Black's game was past redemption. If 29 B takes P, 30 Kt to B 6 ch, 30 K to Q 2, 31 Kt takes B, 31 K takes Kt, 32 B to Q 4 dis ch.

GAME 279.

French Opening.

White. Mr. Bock.	Black. Mr. Perrin.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 B to Q 3	5 B to K 2 (a)
6 Castles	6 B to K Kt 5
7 P to K R 3	7 B to R 4
8 Kt to B 3	8 Kt to B 3
9 B to K 3	9 Q to K 2
10 B to K 2	10 Castles Q side (b)
11 P to R 3	11 K to Kt sq (c)
12 P to Q Kt 4	12 Kt to K 5
13 Q to K sq	13 B takes Kt
14 B takes B	14 Kt takes Kt (d)
15 Q takes Kt	15 P to Q R 3 (e)
16 K R to Kt sq	16 Kt to R 2
17 P to Q R 4	17 P to Q B 3
18 B to K 2 (f)	18 R to Q B sq
19 Q to Kt 3	19 K to R sq
20 P to Kt 5	20 R to Q Kt sq
21 Q to B 3 (g)	21 B P takes P
22 P takes P	22 K R to Q B sq
23 Q to Kt 3	23 P to Kt 4
24 P to Kt 6	24 Kt to B 3
25 B takes P (h)	25 P takes B
26 R takes P ch	26 K to Kt 2
27 R to R 7 ch	27 Kt takes R
28 P takes Kt dis ch	28 K to R sq
29 P takes R queening ch	Resigns.

(a) 5 B to Q 3 is the usual and better course.

(b) The course adopted by Black in this opening is not to be recommended.

(c) Evidently to avoid the loss of a Pawn, which was threatened by 12 Kt to K 5, 12 B takes B, 13 Q takes B, 13 Kt takes Kt, 14 P takes Kt, 14 Kt to K 5, 15 Kt takes Kt, 15 P takes Kt, 16 B takes P.

(d) A very unwise exchange, which brings the adverse Queen in a most powerful position.

(e) Very much improving the chances of White's attack. 15 B to B 3, and if 16 P to Kt 5, 16 Kt to K 2 was the proper course.

(f) The game is practically already in White's hands.

(g) Threatening 22 P to Kt 6, 22 Kt to B sq 23 Q to R 5. 21 P to Kt 6 at once would be premature on account of 21 Kt to B sq, 22 Q to B 3, 22 Kt to Q 3, 23 Q to R 5, 23 Kt to B 5.

(h) A nice ending of a well conducted attack against an inferior defence. We know however too much of Mr. Perrin's play to consider this game a fair sample of his strength.

WHIST.

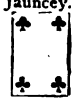
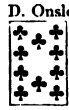
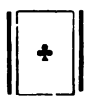
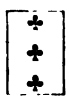
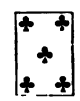
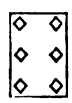
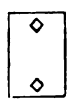
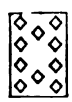
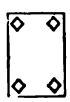
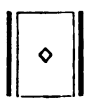
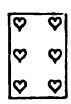
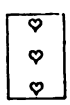
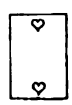
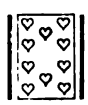
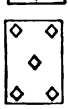
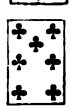
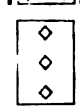
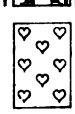
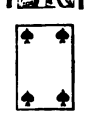
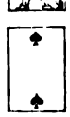
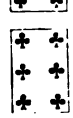
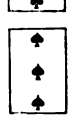
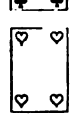
A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 192.

Score A B 1, X Z 4.

X's HAND.—H A, Kv, 3; D 9, 7, 5, 4, 2; C A, 2; S Kv, 3, 2.

Z turns up D 3.

	A. Capt. Jauncey.	X. F. H. Lewis.	B. D. Onslow.	Z. Kizitaff.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 193.

Score love all.

A's HAND.—S A, Q, 10, 7; D A, 10, 4, 2; C K, Kv; H K, Kv, 9.

Z turns up S 3.

	A.	X.	B.	Z.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 194.

Score 3 all.

Mr. Barnes's Hand.—D A, Q, Kv; H A, 10, 9; S Q, Kv, 8; C Kg, Q, 8, 3.

Z turns up Hearts 8.

	A. Davis.	X. Barnes.	B. Child.	Z. C. Mossop.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND 192.

NOTES.—Trick 2.—A suspects underplay. Trick 3.—X, having 5 small trumps, Ace, Kv of Hearts, and knowing his partner has the best Club, leads trumps. Trick 6.—The lead of the D 3 seems unreasonable; B has no more, and X cannot have the best. Trick 7.—X puts on the Kv, knowing Z has the Kg or none. Trick 8.—Z should give his partner a discard.

HAND 193.

NOTES.—We give this hand, not because of the result, which in any view of the lead is very unfortunate, but we think the lead radically wrong, and as others differ from us, our readers will be able to judge for themselves. We think a trump should be led, because we are well protected in every suit, and the odds are in favour of B having an honour or a decent suit. We expressed this opinion at the time, and the leader asserted that none but a madman would have led trumps. Trick 7.—The discard of the D Ace would have been better.

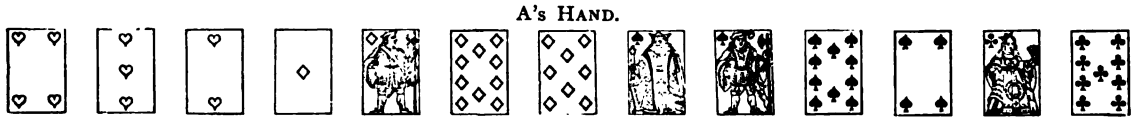
HAND 194.

NOTES.—Trick 1.—This was a favourite game with Barnes when the adversary led, and often, as in this case, proved eminently successful. Trick 4.—A correct return, but with disastrous result. Although it is almost certain that Z was void of Clubs, Barnes prefers to keep the second best, and brings it in, with damaging effect. Trick 6.—With King to 4, B was bound to pass. Trick 7.—B can only have Club 7. A hopes to give him a discard, alas! Trick 11.—The game is now over; no matter what the position of the cards, Barnes must make two trumps.

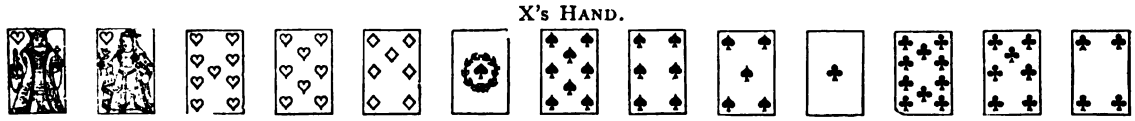
No. 95.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. LEWIS.

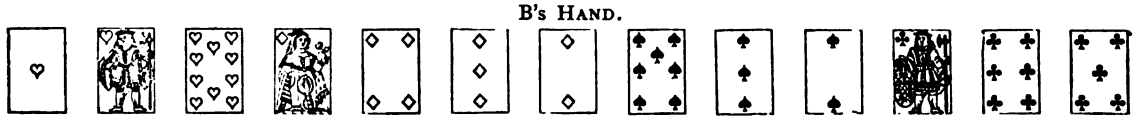
A's HAND.



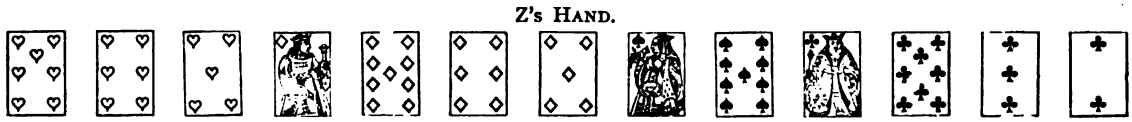
X's HAND.



B's HAND.



Z's HAND.



A to lead, and X and Z to make the odd trick. Hearts trumps.

SOLUTION TO MR. SOLOMON'S DOUBLE DUMMY PROBLEM, No. 94.

By E. N. F.

1. A leads Heart 6; won by B.
2. B leads Club 3; Z puts on Club 10; won by A.
3. A leads Spade 4; won by B.
4. B leads Club 4; Z puts on Club Kv; won by A.
5. A leads Club Qn; X discards Diamond 5; B discards Diamond 5; won by A.
6. A leads Club 9; X discards Diamond 10; B discards Heart 5; won by A.
7. A leads Heart 7; Z passes it; won by B.
8. B leads S 6; Z passes it; A puts on 10; won by X.
9. X leads Heart 4; Z passes it; won by B.
10. B leads Spade 9; Z passes it; won by B.
11. B leads Spade 7 [N.B.—Here Z is in trouble; he passes it]; won by A.
12. A leads Diamond 2; won by B.
13. B leads Diamond Qn; won by Z.

This is one solution, and the prettiest, I think: there is another, however, commencing at the 6th trick, viz.:—

6. A leads Club 9; X discards Diamond 10; but B discards Spade 6; won by A.
7. A leads Heart 7; X puts on Heart 9; Z passes it; won by B.
8. B leads Spade 7; Z passes it; A puts on Qn; won by A.
9. A leads Heart 8; X puts on Kv; Z passes it; won by B.
10. B leads Heart 5 [again Z is in trouble—he trumps]; won by Z.
11. Z leads Diamonds; won by B.
12. B leads Diamonds; won by B.
13. B leads Spades; won by X.

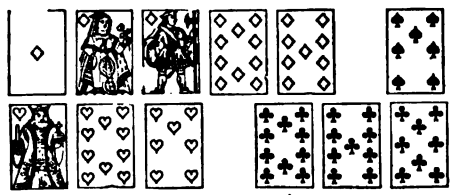
This second solution could have been avoided by giving X Heart 5, and B Heart 4.

Solutions received from E. N. F., E. J., R. M. R., Crosspatch, Muff (Arlington), and Madeline—correct. All others wrong.

PIQUET DISCARDS.

ELDER HANDS.

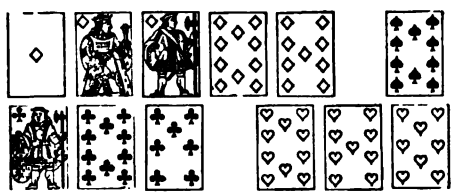
No. 100.



Score 55 to 26.

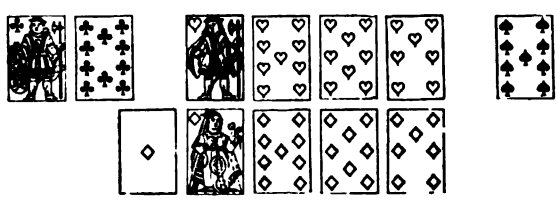
Mr. Kusel Discarded H Kg, 7; C 9, 8; S 7.
Took in D Kg; C 7; S 10, 9 8.

No. 101.



The last hand in a Rubicon. Player 40 behind.
Mr. Kusel Discarded H 9, 8; C Kv, 7; and left a card.
Took in D 8, 7; H Q, Kv. The cards were equal.
Younger Hand Discarded D Q.
Made 110 to 6.

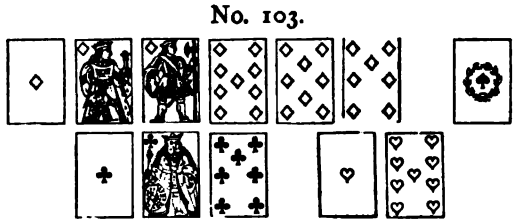
No. 102.



Score 78 to 76.

Mr. Hilsen Discarded H Kv, 9, 8, 7; S 9.
Took in C 9, 8, 7; H Q; D Kv.
The six cards, the Quint and Tierce made game.
See companion hand, No 105.

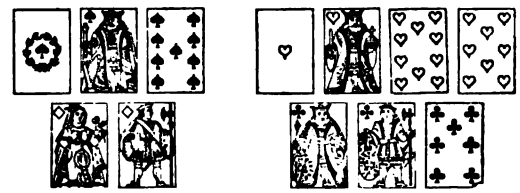
No. 103.



Score 43 to 21.

Mr. Webster Discarded C Kg, 7; H 9; and left two cards. See 106.
Took in S Q, 9; D Q.

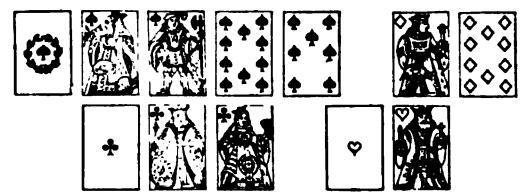
No. 104.



Mr. Solomon Discarded C Kg, Kv, 7; D Q, Kv.
Took in C A, Q; D 9, 8; H 9. See 107.

YOUNGER HANDS.

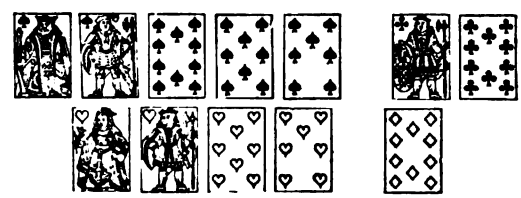
No. 105.



Score 76 to 78.

Mr. Solomon Discarded S Kv, 10, 7.
Took in S Kg, 8; H 10.
Lost the game.
Companion hand to No. 102.

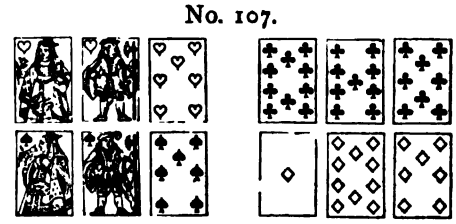
No. 106.



Score 21 to 43.

The discard D 10; H 7, S 10, 8, 7; took in H Kg, 10; C Q, 9, 8.
The companion hand to No. 103.

No. 107.



Score 97 to 92.

The Discard D A, 10, 7.
Took in D Kg; S 10, 8.
Won the game by the Tierces.
Mr. Hilsen thinks this hand should suggest to young players the advisability of keeping even two cards in sequence. See 104.

WHIST JOTTINGS.

THOMAS WILSON BARNES.

THE death of Mr. Barnes makes a blank in the Chess and Whist World not easily filled. We know, by report, that Deschappelles was the best Whist and Chess player of his day. Some think that Buckle was the best English Chess player, and that he was fond of Whist is beyond question. Barnes considered Buckle an ingenious and strong Whist player, but at that time he was scarcely a competent judge. We have no record of Buckle's Whist play; we do not know that he ever played with good Whist players, nor have we any record of the estimate in which he was held by any player of strength. Barnes ranked certainly amongst the first English Chess players, perhaps the first in his prime. It should be remembered that the period during which a player remains the best player is very short. It is almost like Cricket, the player who is first for one season may be nowhere the second, and so in Chess. How many men during the last twenty years may have been first? Barnes in our judgment was first for a short period. Boden may have been stronger (and for some time he certainly was), but so far as our observation went, and we think we have seen these two play together hundreds of games, there was seldom little to choose between them. Mr. Boden writes to us, "a more honourable, agreeable and genial adversary I never met, and all his friends loved him." Barnes always preferred, as Buckle did, a close game; he tried also, like Buckle, to take the players out of the books, so that each player had to rely on his own resources; he seemed to revel in difficulties, nay, to create them for the apparent object of showing his skill in getting out of the mesh. He was original in his play, and when he developed an unexpected resource he used to watch the effect of the move on his opponent, and his eyes twinkled with delight at his apparent confusion. We had good games in those days, the strong players played with strong players then, and the battles in which Barnes, Boden, Bird, Buckle, Horwitz, Harrwitz, Kennedy, Lowe and Wormald engaged, were witnessed by a gallery that now-a-days we miss. It was not until Barnes had reached the zenith of his powers as a Chess player that he took to Whist; of course he was an enthusiast in anything he undertook. We do not care to mention the number of years ago it was, but one Saturday night there were seated at old Lowe's a party of young Whist players. Some left as the clock struck twelve, others continued through Sunday and Sunday night, and then some had to go to business. Barnes continued Monday and Monday night, Tuesday and Tuesday night, and on Wednesday morning two alone remained seated at double dummy—a game at which he had never played before. Barnes went over the cards one by one, finding out and impressing on his mind the cards in the hand held up, and until he had gone through this process card by card, nothing would induce him to play. We have heard the story from an eye witness many a time, and report has it that during these days and nights Barnes grew a beard. When the Westminster Chess Club played the Cavendish, Barnes was selected as one of the players who did battle for the former. Although much opposed to his ordinary habits, he consented to play. His contemporaries considered him one of their soundest players, and although the Westminster Chess Club were beaten, we are not aware that any one of the players were ashamed, but, on the contrary, they would like to play against as good a set of competitors once more. Those gentlemen who beat us have since shewn that they were foemen worthy of our steel, and we at all times hear with pleasure of the skill and success of Foster, Walker, Martin and Boyce.

Barnes's Whist play was original; he hated the regular openings; he always declared that he did not know what card he should lead from a given hand. He seemed, at times, to try to make the game difficult in order that, at the end, he could see through the difficulties when others could not. He was remarkably strong in the end game, but opened his game carelessly. Moreover, he was too timid; too fond of keeping his tenaces. He saved games that others would have lost, but he failed to make the game where the more dashing players would have succeeded. He signalled seldom; but when he did, or when he led trumps, the game was over. When Col. Daniel went out shooting, it was known that his shot was so certain that it is said the coons called out, "Is that you, Colonel?" and on receiving an affirmative reply, they said, "Don't shoot, we will come down," and so it was with Barnes's trumps. The coons came down. He was very particular about cutting the cards; he always insisted on the pack being perfectly square before he would cut, and that they should be placed in a convenient position. His fingers were short, and he did not always seem able to span the cards. There is an old adage that a slovenly cut is good for the dealer; but whether there is truth in the statement we know not. He was superstitious to a degree that was astonishing. We are not aware that any one has ever attempted to solve the problem why so many great minds are superstitious. This is not the time or place to attempt that solution.

633620 A

We record the fact. He believed in dress having something to do with luck, and if the luck followed him he would wear the same dress, whether it was adapted to the weather or not. He believed in cards and seats. He objected to any one making a remark about his luck. He had the strongest repugnance to our backing him because of our bad luck, and we have often had to refrain from taking odds because of this fad. He was distressed beyond measure if any one touched his counters. His constant system of shuffling the cards was at times an annoyance. He believed that the pleasure of gambling did not arise from winning, but from losing; a paradox in which pain and pleasure are equivalent terms. If he lost he would go on playing all night. If he won he would give up after two rubbers; a system quite unsound, because if you win two rubbers which are equal to £10, and you lose two rubbers also equal to £10, in the one case you go on with £10 in, and in the other £10 out of pocket. When you lose on this system you lose much more than when you win. The winning limit is fixed at £10. The losing limit does not exist.

He had a good voice and was a capital talker. He had a fund of information at his command that seemed little short of marvellous. With a familiar spirit he would sit, smoke and talk the whole night through. Bed seemed to him unnecessary. Latterly his talk was so interlarded with Eh? Eh's? that it seemed jerky, and he would not let you have any reply; but at his best he would pour forth torrents of eloquence to the point at issue, full of life, with plenty of illustrations and examples from sources unknown to you, and which to him appeared as household words, and it did not follow that he was always on the right side. He would argue for the love of arguing, and if you wanted to draw him out you had only to argue from the one point of view to get to know all that could be said on the other side. Few men knew more than Barnes; his memory was wonderful. The date of any given event would be remembered at once, or recalled by a reference to a contemporary event. He never shone in ladies' society; there he was shy, and too ponderous, and it took too long a time to get to know him. He was a companion for men alone. It was only quite recently that he took to Piquet, and if he did not reach to the first rank he certainly became a most dangerous opponent. We cannot omit to say that year by year, up to the last, he enjoyed a gamble at Homburg or Baden Baden, where he usually met the leaders of Law and Equity, and obtained his accustomed rubber. It is almost unnecessary to add that he believed in a system of play at the tables, and the system would, of course, change year by year. He was a fine classic, a first-class mathematician, and at times he would remain for days together studying some abstruse mathematical question as a relaxation. He was called to the Bar, but, unfortunately, some unhappy relation died and left him a competency, and this competency alone, we believe, prevents us from chronicling the death of a man who should have been one of the leaders of our time. This competency took from him the incentive to work, and hence we have a comparatively barren life. His illness has been a long and painful one. This time last year he weighed 16 stones; he went abroad, and his strength seemed suddenly to leave him. With difficulty he got into a cab. He gradually wasted away, until he became 7 st. 8 lb., and this was the last time he was weighed (two months since), and he was certainly much less weight at the last. Physicians were in vain. No one really knows the cause of his death; some have suspected a cancer in the stomach, and, unfortunately, he would not give permission to have a post mortem, so that the real cause will always remain a matter of surmise. Our impression is that he died from "banting." From being an enormous eater he suddenly stopped his food, taking meat only once a week; and soon, from want of use, the stomach refused to fulfil its functions. He died in peace, and desired kind remembrances to all his friends. To us his last words were whispered, "Kind, kind to the last; God bless your wife and little ones." He lost his voice ten days before his death, and for twelve days he ate nothing. Of his unobtrusive charity to all men—to the Chess Players of the last decade in particular—it is not for us to speak. To the present generation he was comparatively unknown, and many of the younger Chess Players will wonder who we are talking about. Hardly any of his games have been published, and he never consented to one being taken down. We give, in other parts of this Number, two of his Chess games and a Whist game. Amongst Chess and Whist players there is one gentleman the less in the world. What was the charm about him we cannot tell; we know that no one failed to love him who ever knew him intimately.

Barnes is dead! and it is not in our line to moralize. We have not much faith in men's love or sincerity. The "hail fellow well met" we understand. The soft tongue and soft letter writer may have their uses in this world and their reward in the next. Of all men that we have known, no one was apparently more liked than Barnes. He was the most learned Chess player and the most beloved. Every man seemed to have an affection for him. His friends were greater than those of other men. He falls sick. He was a bachelor, and in lodgings (not an uncommon position). Chess players have their failings, Whist players are selfish, but both have plenty of spare time. Did it never occur to any of these to try to alleviate his suffering, to soften the tedium of such an illness. It is true he had a kind and affectionate landlady, and, at the last, angels in women form visited him, and he wanted nothing; but, we ask, are Chess and Whist players mortals, with feelings of mortals, or are they devoid of feeling? He is dead, and let the dead bury their dead. Shall other players be left to die neglected by their fellows?

Obit.—20th August 1874, at 6-45 p.m., aged 49 years; buried 26th August, at Brompton Cemetery.

CHARGE OF CHEATING AT CARDS.—GORTON *v.* ST. QUINTIN.

To the Editor of the WESTMINSTER PAPERS.

SIR,—Although I do not wish to complain of the tenour of your criticisms on the above case, yet those criticisms call for a reply from me.

You say that no one has told you what Mr. St. Quintin alleged before the Committee of his Club in 1867, and that you would have preferred to know what the Committee decided. The following is the resolution passed by the Committee at the time :—

"PELHAM CLUB, 15 GEORGE STREET, HANOVER SQUARE,
"*6th August 1867.*

"The Committee are of opinion, in reference to the disputed card account between Messrs. Gorton and Quintin, that, taking the latter's own version of the facts, there can be no doubt that he is not justified in withholding payment of the amount lost by him to Mr. Gorton, inasmuch that if any irregularities did take place in the second part of the play as alleged, they were fully condoned by Mr. Quintin continuing to play for some considerable time afterwards.

"The Committee cannot censure in too strong terms, the conduct of Mr. Quintin in bringing forward an accusation of unfair play against Mr. Gorton without adducing the slightest proof to substantiate such a grave charge.

"The Committee have, therefore, after due deliberation, resolved that Mr. Quintin be requested to send in his resignation as a Member of the Pelham Club, unless he make such suitable reparation as Mr. Gorton may desire."

The only allegations made by Mr. St. Quintin to the Committee were, that I had advised Mr. Gorton what cards to play, and that I had shuffled his cards. The former I simply deny; I did not advise. I have no pretensions to any skill at Ecarté, Mr. Gorton plays quite as well as myself, and wanted no advice from me. But, had I advised, it would have amounted to nothing. What little Ecarté play I have seen, has been abroad, where, as you, Sir, know, backers are permitted to advise, and during the whole time that the game was in vogue at the Pelham, the same custom was invariably followed. As to the second allegation, I admit that I did shuffle the cards once, possibly twice; I did it openly, Mr. St. Quintin raised no objection at the time (in fact, I did it partly because he was complaining of their not being shuffled sufficiently), he adopted the shuffle, and continued to play long afterwards. Whether there was anything really wrong in my act I cannot say. The point is not referred to, so far as I am aware, in any code of laws of the game, and I have met with no one able to decide the question. Probably a player might object to it *at the time.* But, in fact, I am not careful to answer at any length either of these allegations, it is not necessary to do so. The real answer is that indicated in the above resolution of the Committee; that even supposing that any irregularities, which Mr. St. Quintin might have objected to at the time, did occur, they were fully condoned by his continuing to play for some time afterwards. He did not even complain that night. At the end of the play we all parted on friendly terms, and the first intimation we had that he disputed payment on the two grounds above-mentioned was contained in a letter that he wrote to Mr. Gorton the following day.

No suggestion was made by Mr. St. Quintin in 1867 that he was drunk, or that I looked at his cards, and then told Mr. Gorton what to play; or that, on the occasion in question, Mr. Gorton revoked. All these matters I utterly deny, and the resolution itself shows that no such serious charges against me were made; that, in fact, nothing more than "irregularities" were alleged at the time.

You condemn Mr. Gorton and myself for allowing the prosecution to end in an apology. Now, I may remark that I was no party to this arrangement, having, indeed, as you yourself observe, my hands tied. I was at the Old Bailey, ready and anxious to go into the box, to prove the utter falsehood of the libel. I was certainly, in the first instance, greatly annoyed at Mr. Gorton's having taken proceedings in the matter, because it was he who rather incited Mr. St. Quintin to write the libel, by mentioning what took place in 1867 to a gentleman who previously knew nothing of the affair, and because it would be difficult to find a more unsatisfactory tribunal for the settlement of a dispute arising out of card play (especially at Ecarté, at £5 a game), than an Old Bailey jury, composed of men whose associations and position in life disqualify them for a calm appreciation of the points at issue—men who think it almost a crime to play 6d points at Whist, and who, disgusted at being taken from their businesses to try a "mere card squabble," as they would deem it, might, however obvious the case, cry *arcades ambo*, without troubling themselves to agree on a verdict, but allow the parties to clear their characters elsewhere in the best way they could. If a special jury has done this, as you are aware, with the approval of one of our highest judges, how much more likely that an Old Bailey jury should follow a similar course, especially when they found that the whole affair was a stale one revived? Nevertheless, proceedings having been commenced, I should have wished to see the case fought out to the end. But, as I have said, I was helpless; I had no voice in the matter, and Mr. Gorton's counsel decided otherwise, being satisfied that every object was gained by the course adopted. On reflection, I have myself come

to the same conclusion. Mr. St. Quintin's own witness had admitted that the result of the enquiry before the Committee in 1867 was to compel his resignation; and the above resolution of the Committee, dealing, as it does, in the most exhaustive manner with all the points of the case, will, I think, leave no doubt in the mind of any one as to their opinion of the utter groundlessness of the charge. And now again, in 1874, Mr. St. Quintin has, by retracting the charges in public Court, admitted that they were without foundation. What more could we require? I say we, because although you speak of its ending in an apology to *one* of the parties, you must remember that I had no *locus standi* before the Court, but as the charge, by its very nature, involved Mr. Gorton and myself equally and *jointly*, everything that applies to him in the matter applies equally to me.

You will, perhaps, say that the defendant ought not to have been allowed to escape without punishment. But what punishment would a judge inflict in such a case? A fine: and I suppose most of us would rather pay the heaviest fine than be compelled to retract, in open Court, a charge of card cheating, and to admit that there was no foundation whatever for it. (Vide *Daily Telegraph.*—Mr. Williams's statement.)

The truth is, Sir, that the only fit tribunal for a card dispute is a Club Committee, and that tribunal had already decided, in the most unqualified manner, in our favour.

Just one word as to the evidence of the waiter, Harrison. He says he knew all that happened in 1867; he knew that Mr. St. Quintin was leaving the Club in consequence of it, and yet he made no statement to the Secretary, or to any member of the Committee, or the Club, and he never mentioned the matter to any one till a few months (?) since. You ask, is a man to see cheating going on and not interfere? It is conceivable that a man might shrink from direct intervention, but it is not conceivable that he should afterwards stand quietly by when a word from him would set the matter in its proper light.

Mr. Birch, Mr. Gorton's partner in 1867, and a member of the Committee of the Club at the time, assures me that he had nothing whatever to do with the decision of the Committee, and carefully abstained from attending any Committee meetings while the matter was under discussion.

I have only one other point to mention. My interest in the play was simply to the extent of half-a-sovereign a game.

I should have published the resolution of the Committee before, but was dissuaded by Mr. Gorton, who thought that, after the retraction and apology of the defendant, which appeared to have been made in all sincerity, and with perfect *bona fides*, we might fairly let the matter rest. However, after your remarks on the case I must act on my own judgment, and, in justice to myself, ask you to publish this letter.

I am, Sir, your obedient servant,

THOMAS HORNIDGE.

ST. JOHN'S WOOD CLUB,
August 1874.

[We gladly give publicity to the above letter. The resolution seems a manly resolution, and in these effeminate days it is very welcome to us, as an example to other committees what they should do. It has but one fault; it gave Mr. Gorton the power to condone an offence which, in the first instance, was an offence against him, but which, made in a Club, is an offence against the Club, and should be punished or condoned by the Club alone. It is our business, as far as we can, to protect the card world from cheats. It is further our duty, as far as possible, to condemn rash charges of cheating, and it is not the parties to the immediate quarrel that we write for or care for. We cannot protect them, but we can, to some extent, protect other players. We do not know how far there is truth in the suggestion, but this we know, that reports of cases of cheating at cards are bandied about at the present moment in the most reckless fashion. What may be the effect of such a proceeding no man can tell, but we instanced the case of Mr. Gorton as a possible case. Who knows what years of pain he and his may have undergone by reason of this charge? And each of the reports to which we have referred, may, in like manner, be haunting some innocent man. The danger in such matters is, that men whisper "so and so is said to cheat," and the unfortunate subject of such a charge may notice a coldness amongst his associates for which he cannot account. There is something wrong, but he knows not what. There is an enemy dodging his footsteps whom he can never meet. A card player should be, like woman's virtue, above suspicion, and as no man would utter a word implying want of virtue in a woman, so also no one should, except on the most positive evidence, give circulation to a charge of cheating at cards. We do not even now know why Mr. Gorton did not read the resolution of the Committee at the Police Court. We can understand a certain amount of reticence in showing your cards in a civil suit, but when a man's honour is attacked such a point should not be taken into account. We do not see why his counsel did not read the resolution. However, be the cause what it may, here is the resolution, and if by our remarks we have forced its publication, we think neither Mr. Gorton nor Mr. Hornidge need be ashamed of it. It is very bad to be charged with a card offence, but if a charge is made and not substantiated—the matter inquired into and ending in an honourable acquittal by a tribunal of the complainant's own choosing—a charge layed dormant for years, and then repeated, and again ending in an apology. Then a full explanation of such a matter, to our thinking, will let Messrs. Hornidge and Gorton stand before their fellows with heads erect far better than if the above resolution had been kept in their pigeon holes.—ED. WESTMINSTER PAPERS.]

DRAMATIC NOTES.

THE end of August is the time in which the number of theatres open in London reaches its lowest point; and from the middle of September to the end of October the tide will rapidly rise again, until the full flood of winter activity is regained. Meanwhile, it may not be out of place to comment briefly on the results of the past season, and to hazard a guess at the prospects and probable features of the one about to begin. The problem whether London can support the number of theatres that are in existence appears to be settled in the negative. The problem perhaps is not so much whether London can, as whether it will support them; and the failure of the Globe, the Queen's, the Holborn, the Princess's, the Royalty, and the St. James's, to keep open their doors, for any length of time, may be taken as evidence that the supply is in excess of the demand.

Although three months have gone by since we last wrote, there has been little or no novelty at the theatres. The month of June being one of maturity, and those of July and August being months of decay in theatrical affairs, the scarcity of new plays is easily accounted for. Mr. Boucicault, who appears to be fond of experiments, introduced, at the Gaiety, a romantic play in six acts, which did not take the town by storm. He also introduced to the English public two American actors, one of whom was a failure, whilst the other, Mr. Charles Thorne, has been much praised as an actor capable of presenting melodramatic heroes after the fashion of Mr. Fechter. But Mr. Thorne labours under the disadvantage of a strong American accent, which is not so fashionable as a French one, and has come to us rather too late in his life to enlist the good graces of romantic playgoers. Mr. Boucicault is better represented at the Vaudeville, by an earlier production of his pen, *Old Heads and Young Hearts*, which has the same Sheridan flavour that he contrived to infuse in *London Assurance*. The Vaudeville Company, too, are well able to do justice to the author's dialogue, and if we were to pick out a member for especial praise, we should mention Mr. Charles Warner, who, to our mind, has never appeared to such advantage as in the character of Littleton Coke. Mr. Farren's rendering of Jesse Rural has been highly praised by most of the critics, but, admirable actor as he undoubtedly is, Mr. Farren's style smacks too much of the footlights, and is too impregnated with artifice, to be thoroughly satisfactory. In our opinion, he wants that naturalness which in Mr. Warner is conspicuous. From the date of the production of *Led Astray* to that of *The Sphinx*, at the Haymarket, by Mdlle Beatrice's Company, there is a long interval; but there is really nothing between. It may be said of *The Sphnix*, at the Haymarket, that it is an exact copy of the representation of *Le Sphinx* (in French) at the Princess's in May; and if gossip is to be believed, also an exact copy of the representation at the Theatre Français. This last we have not seen, but, as regards the Haymarket and Princess's, no unprejudiced person can doubt that the English presentation is better than the French. Mr. Wenman, as the Admiral, is, in voice and make-up, almost a twin to M. Gougeot at the Princess's, and Mr. Dewhurst, as Lord Ashley, is quite as good as the French exponent of the part at the Princess's. Mdlle. Beatrice, it is needless to say, is not equal to Favart, but Mr. Harvey is far superior to M. Rosambeau, as Henri de Savigny. Mr. Harvey, indeed, has the promise in him of being a very good actor, and is not after the pattern of the Tottenham Court Road young man, who has lately been so much seen on the stage. He has a good delivery, and a fine voice, and when we say that the latter strongly resembles that of Mr. Alfred Wigan, we can give no higher praise. Mdlle. Beatrice's company is, to use a cricketing phrase, good all round, and is an example of the theory we have before suggested, that in some respects the provinces are better served than London. Now, Mdlle. Beatrice's company acts month after month, and year after year in the country, and only occasionally appears in London. This is an anomalous state of things which we leave to more practical judges to explain. As for *The Sphinx*, it is not likely to succeed any better in English than in French, and its production may be considered as a mistake. There are some exceedingly clever passages in the writing, and the character of the heroine is not uncommon in society. But there is too much talk and too little action, and no character, not even that of the ill-used *Berthe*, can enlist sympathy.

The past season has been dull from an artistic point of view, but it will be remembered by the utter collapse of French plays in London, at all events for the present. The Princess's, the Queen's and the St. James's abruptly shut up, the managers of the first being bankrupt; and neither Mdlle. Favart, nor Mdlle. Fargueil, nor Mdlle. Agar were able to stem the tide of failure. So disastrous was the catastrophe at the Princess's, that a subscription had to be raised to enable the performers to return to France. To this subscription we sincerely trust that the majority of the daily and weekly dramatic critics contributed largely, for on their shoulders must rest much of the responsibility of so many French companies coming over to England. Did they not lead unwary *entrepreneurs* to believe that all London was ready to desert the English stage, and patronize exclusively French drama? Did they not extravagantly praise every French play and every French actor, and write as if they were musical critics, descanting on the excellence of a prima donna? Did they not revile the Lord Chamberlain, and despise his power, until they found that he could be as obstinate as they could be violent? Did they not find excuses, nay, even praise, for such plays as *Tricoche et Cacolet* and *Gavant, Miniard et Cie.*, and declare that to object to them was mere insular prejudice? In short, did they not in every way write, not as critics, but as advocates, and, by so doing, in all probability, induce French managers to embark on what they thought would be profitable speculations? We believe that all these things may be laid to their charge, and the sad result ought at once to make it clear to them that their power to lead the public is limited, and induce them to write with more moderation and judgment than heretofore. The fact is, that most of the prominent critics have got into a narrow groove. They assume that they, and their friends, are the salt of the earth, and that what is

pleasing to them must of necessity be pleasing to everybody else, and they write accordingly. But this is not criticism. Again, the critic has so contracted his eyesight as to see nothing but the stalls in the theatre. Just as special correspondents, if we may believe their stories, live constantly in the society of rulers and princes, and dine every day off silver plate, so amongst the dramatic critics of the day there prevails what is expressively, if slightly vulgarly, termed "lardy-dardy-ism." There is an abundance of clever and brilliant criticism, and there is, happily, a great deal of honest criticism, but neither honesty nor brilliancy are of any worth in dramatic reviewing if they are unaccompanied by some little amount of judgment and tact. A critic should not make himself the mouthpiece of a section of society, nor of a clique, even though the clique should be altogether composed of the apostles of sweetness and light. We would respectfully remind him, as we have done many times before, that he should take up a position absolutely neutral between the public, on the one side, and the author and actor on the other. Also that the public should consist not only of the stalls, but also of the pit and gallery, and the author and actor should not be only those who write or speak after the critic's favourite method. We may add a suggestion, though we do not think it will ever be acted upon, that the critic's seat should be paid for, or, if this is impossible, that he should limit free admission to himself, and not degrade himself and his calling by entreating managers to extend the privilege to every friend and acquaintance that he possesses.

With regard to the coming season, the prospect is rather gloomy, as far as refers to plays of the best order. To the best of our knowledge not a single original play is advertised or even hinted at. Two of Sir Walter Scott's novels, in a dramatised form, will be played at Drury Lane, and one at the Standard. There will be Lord Dundreary at the Haymarket, and Hamlet at the Lyceum. All these, as well as what may be given at the Olympic, Vaudeville and Prince of Wales, may be enjoyed, but the absence of originality is remarkable, and shows that the brains of our authors are sucked dry of good matter for the present. But in addition to, and perhaps to be preferred before, what we have mentioned, there are alarming symtoms of the town being flooded with opera-bouffe. The Opera Comique, the Gaiety, the Globe, the Strand, the St. James's, and the Philharmonic may all be counted upon to supply this Gallic article, which ought, in view of its popularity, to have conferred upon it an English name. There is nothing to be said against this form of entertainment, except that, as a rule it is exceedingly dull, and the music is sung out of tune. Mrs. German Reed's *operas comiques* have been established for the longest time, and are usually the best performed; but they are not very popular. It is perhaps, after all, to the "Kitties," and "Nellies," and "Poppies," who are not to be found in Mrs. German Reed's Company, that *opera bouffe* owes its popularity.

ANSWERS TO CORRESPONDENTS.

G. E. B.—Thanks for problem. It is a pity you could not have managed the other affair this month.

T. L. S.—You are perfectly correct, but you will see how it happened by referring to "Our Problems Reviewed."

H. J. C. A.—It would be impossible to lay down any hard and fast rule concerning duals in the forthcoming Tourney, and composers must of course use their discretion in the matter; but we are confident that the judges will make all due allowance on the one hand, whilst, on the other, they maintain a regard for that strict accuracy which every composer should aim at. You may, however, rest assured that the problems will be examined on their merits.

S. W. THOMAS.—How do you propose mate in your last problem if Black plays 1 P to K R 5 or K to Kt 9?

T. C. G.—Thanks for problems, which shall be examined and reported on. We should prefer to publish them with your name attached, unless you have special reasons for doing otherwise.

X. Y., Vigo Street. (*Betting*).—Problem.—What is the result of 3 plus 1, plus 2, minus 2? The 3 represents a treble, 1 a single, 2 the rubber. The 2 minus represents the adversary's double game won. Can a bet of £50 to £1 that the result of the above addition and substraction is 5 be taken as a serious bet? and should the £50 be paid?—*Ans.* In our judgment such a bet should not be claimed. If we bet 50 to 1 that 2 and 2 make 5, is that a bet to be accepted? We think not. The previous question is the same in principle, and if the point is left, without appeal, to us, we decide, "no bet."

J. E. (The Boltons)—(*Throwing down cards*).—A and B play against C and D. A throws his hand on the table, and declares that he gives up the game as lost; thereupon C also throws his cards on the table. B, however, insists on the game being played out. Is B entitled to this after his partner has thrown down his cards, and thereby caused C to do the same, consequently enabling B to see two hands, and to know the whole of the cards? This would seem very unfair, as it might be made good use of by cheating players in collusion as against the fourth player.—*Ans.* B is not obliged to give up the game. Players are only bound by *some* of their partner's follies—not all. Law 58 is clear on the point. 2. "If a player or players, under the impression that the game is lost or won, or for other reasons, throws his or their cards on the table, face upwards, such cards are exposed, and liable to be called each player's by the adversary; but should one player alone retain his hand he cannot be forced to abandon it." We cannot entertain the subject of cheating. We have repeatedly pointed out in these pages that it is often an advantage to expose a card, and *a fortiori* to expose more than one, and, consequently, men should be careful not to do so.

W.—A has Ace, King of Spades. B, 3rd player, has Club 7 (trumps) and Heart 7. Z, 4th player, has Spade 2, Heart 8. Problem—How can A play to avoid making 2 tricks by means of his own cards and those of his partner. A led the Spade Ace, and before his partner played also led the King, on which Z required B to trump the Spade Ace. This was thought sharp practice. One trick gave Z the rubber. Was Z justified, or not, in calling on B to trump the Spade Ace? As a matter of fact I and my partner said we thought it would be sharp practice, and Z gave way.—*Ans.* We do not think it sharp practice, and if we did think so such a remark should not be made. In the case, as stated, no harm can accrue as against Z, but there are a large number of positions when it is a positive advantage to show the last card; and suppose the Spade led was the 5 instead of the Ace, and Z had the 4, it would have been quite on the cards that B would have forgotten that the 5 was the best, and, in that event, B would have trumped, and lost the game. Hard cases make bad laws. Irregularities in play cause ill feeling. There is no one in the wrong but A, and he it is who not only causes the difficulty, but then stigmatises Z as a sharp practitioner for doing what is within the law. The laws are made for the protection of the players in general, and not for the favoured few who take liberties with the game. A has no right to play, as he played, without suffering, otherwise, when the time arrives when he can obtain the benefit he will do so, and still call his adversary a sharp practitioner. The game must not be played on the assumption that you play Heads I win, Tails you lose. We must keep to the law, or we have endless disputes.

The Westminster Papers.

1ST OCTOBER 1874.

THE CHESS WORLD.

"The whisperings of our petty burgh."

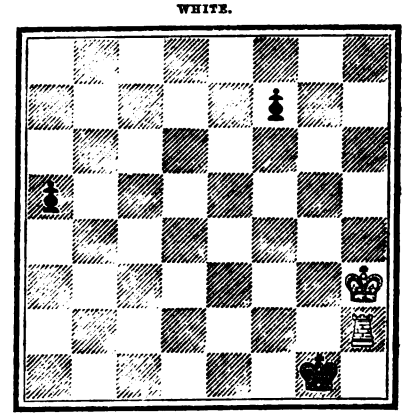
THE City Chess Club has removed to the Horn Tavern, Knight Rider Street, Doctor's Commons, in consequence of the fire that took place at their old quarters, Milk Street. We hope that, in their new abode, the Club will show increased activity, and may be more prosperous than heretofore. We understand none of the magnates were even singed, and literally nothing sensational occurred. This is the first instance of bad management in the Club that we have had to record. In Mr. Chappell's time he would have foreseen the event, and exhibited Blackburne on the roof, playing blindfold. The fire escape would have been in the back ground, and the hero would have been sent down the net head foremost, after being slightly smoked and drenched. What an advertisement has been missed. We humbly suggest this fancy sketch to Messrs. Boden and Lane.

By the death of Lord Benholme, at the age of 78, another old Chess worthy has been removed to a better world. No one could be a more courteous or pleasant adversary. Of his doings at home (Edinburgh) we have no record, but for many a year he spent about six weeks in Town, and during this time he was generally to be found in the afternoon at the Divan, and afterwards, for a season or two, at the Westminster Chess Club. He invariably adopted with us the same defence P to K Kt 3, P to Q Kt 3, B to K Kt 2, B to Q Kt 2. The game commonly called the Double Fianchetto is seldom played, and we believe it to be a rotten defence, but it leads to close and interesting games, and requires care. Lord Benholme had a vast amount of patience. He could wait; a lesson that many younger men might learn to advantage. We have often seen him pounce down on a piece that his adversary had put *en prise* to one of those Bishops. We suspect he enjoyed this occasional capture almost as much as Chess itself. He was a Senator of the College of Justice, a position, in Scotland, equal we believe to one of our puisne judges.

We understand Mr. Bird has challenged Mr. Steinitz to play a short match. The Bird and Gossip match seems, at present, a battle of words, and there has been some talk of a match between Wisker and MacDonnell.

Mr. Gossip challenged Mr. Owen for the Provincial Cup, and the battle commenced. Mr. Owen won two games, Mr. Gossip one, and one or two games were drawn. Mr. Gossip then resigned, on the plea of ill-health. From the latest enquiries we have been able to make, we learn that Mr. Gossip is progressing favourably. It is a subject worthy of enquiry how it is that illness, in the form of palpitation of the heart, so often appears to attack Chess players, and how it is that the attack comes on so frequently during the progress of a match, and why it is that the losing player seems to suffer from this disease so much more often than the winner. Will the *Lancet* look into the matter?

We have been favoured with the end game in the margin by Mr. F. Healey.



White to play and draw.

As a sign of the times we may call attention to a very ably written review of Mr. Gossip's book in the *Athenæum* of Saturday last. The writer, instead of giving the name of our periodical, speaks of our review as appearing "elsewhere." We trust that this was not intentional. That petty system of ignoring every honest name, which

"Deserves our laughter and obtains our scorn"

we happily eradicated from the *Chess World* (except in one miserable instance), and we should very much dislike to see the leading literary journal re-introduce a system so obviously ungenerous.

We have received a letter, of eleven closely written pages, from Mr. Gossip, the author of the *Chess Player's Manual*, reviewed by us in our last number. Our printer informs us this would fill two pages of our

matter. We do not share with Mr. Gossip the opinion that the public are expecting a reply from him. On the contrary, we believe that a controversy between a critic and an author has no interest for any one save those engaged in it, and we are disposed to think that our readers would grudge any further space that we, in our good nature, might be inclined to give to the subject of Mr. Gossip or his unfortunate book. It is, we are glad to say, unnecessary to do so, for we can state, in a very few words, that Mr. Gossip's defence against our reviewer's judgment consists, in the main, of a declaration that the errors complained of are not his, but should be more properly ascribed to those authors from whom his work has been copied, and to the printers who set it up in immortal type. We need hardly say that a critic cannot be expected to discriminate in such cases as these, and, though we do not refuse our sympathy to an author in such a predicament, we reject his complaint against ourselves as unfounded. The one instance wherein Mr. Gossip differs from, or to quote his own words, "flatly contradicts" our reviewer, we find that his flat contradiction is based upon the high authority of a note to the first game in the match between Anderssen and Morphy, published in *La Regence*, 1860, p 27, which states that the move was suggested by M. de Rivière after the game was played. We stated that the move, 8 B to R 3, in the Evans Gambit, was the invention of Dr. B. Suhle, and our statement was founded upon the fact that the move was first analysed by the eminent player referred to, and published by him in the old *Berliner Schachzeitung*, in June 1859. The mere suggestion on the part of M. de Rivière we do not think entitles him to the honour of the invention, and, in any case, no one had heard of the anecdote quoted by Mr. Gossip before its publication in *La Regence*, a year after the analysis of Suhle had appeared.

The *Danebury News* attributes the attack in the *Field* on Mr. Staunton to a foreigner, and it adds, that paper now represents the professional and foreign element of English Chess. The paper that professes to represent the views of the English gentlemen sank, long ago, to the position of representative of the English "gent," and now, if we are to believe our contemporary, it represents the professional element of Chess. What a happy combination. There is some truth in the statement respecting the professional element, and we regret to learn that the *Field* is about to create a fresh professional class. Hitherto we have had no professional problematist. The *Field* proposes to supply this vacuum; but it is to be hoped that in future it will be announced whether the problems that appear in that journal are by professionals or amateurs. We see no reason to doubt that a professional problem maker may be a very honest and respectable man, but it is not every amateur that desires to be thought a professional Chess player. The amateurs may be prejudiced on the subject, but they are at least entitled to have those prejudices respected. We are sorry that the paper should exhibit such bad taste, and give the *Danebury News* such good grounds for attack now, because, for the first time for many years, the Chess work is conscientiously done. We do not mean that Steinitz does not make mistakes, but, at any rate, he puts good honest work into his column.

The *Lads of the Village*, a magazine devoted to recreations of all kinds, commenced a Chess column on the 19th ult., under the editorship of Mr. J. T. C. Chatto. The publication is issued weekly, and the price one penny. This is the only number we have seen, and we cannot, therefore, as yet say what sort of a column the Editor will produce.

From the *Glasgow Herald* we learn that the Counties Chess Association will meet in Glasgow next year.

A new Club opened at Helensburgh, on the 19th ult., with great éclat. Mr. Sheriff Spens delivered a lecture, which occupies two columns of space in the *Glasgow Herald*.

AUSTRALIA.—The Australian Papers for the month are somewhat dull. There is a little excitement about impossible positions in problems, to this we shall refer next month.

The Sydney Chess Club Handicap was drawing to a close. The players in the 1st class, Smith, Crane, and Fisher, had won 15, 14 and 13 games respectively; whilst Ridley, 3rd class, had won 11; McDonnell and Spencer, 4th class, 12 and 10.

In the Melbourne Cup Tourney, Mr. A. Beckett beat Mr. Stephen, but Mr. Goldsmith succeeded in defeating Mr. A. Beckett, without difficulty, at the odds of a Knight for the first two moves. The *Leader* thinks the games played are not up to the mark. The sensational event of the Tourney was the defeat of Mr. Burns, who has hitherto been considered the strongest player. Mr. Stephen beat Mr. Burns by three games to one. Report says that Mr. Burns was not only quite out of practice, but in poor health, and we shall probably soon see him in harness again.

The Adelaide Cup Score stood: Fullarton, 2; Masters, 1; drawn 1.

In the opinion of the editor of the *Melbourne Town and Country*, there are, at least, six players in the Colony who could beat Steinitz, Blackburne and Bird four or five games out of eleven. We should be glad to be favoured with original games of any Australian player whose play is up to this standard.

AMERICA.—We learn that the Problems of Mr. Theo. M. Brown (the Bolton of America) are to be published by subscription. There are to be about 500 problems, each printed on a separate page. The price is 5 dols. for two numbers. The first, unbound, to be sent as fast as they are printed, and the second when the book is complete. Intending subscribers should send cash to O. A. Brownson jun., Dubuqe, Iowa. The work is well advanced. The professor will adopt the English or American Notation, *i.e.* Kt or Springer, according to the wish of the majority of subscribers. The American postage will be included in the subscription.

We may add, for the Professor's information, that he need not send any Springers to England. We should prefer canvas back ducks.

Mr. Reichelm, the Chess Editor of the *Intelligencer*, stated that the second prize in the British Chess Association Problem Tourney was the composition of Dr. Bayer, and not, as we suggested in our last, the first prize.

EUROPE.—In the Chess column of *L'Illustration* we notice a game played between Mons. Munich and Mons. Manheim. This is an old game, conducted by the two towns by correspondence. Notwithstanding their experiences in the last war, we regret to find our neighbours neglect the study of geography. When the fortunate balloonists were taken to the port of Grimsby, all the French papers described that town as situated in Scotland, and, so far as we have observed, every town north of the Channel is described in French as in Scotland.

We regret to learn that there is to be no meeting this year of either the Rhenish or the North German Chess Associations.

The first volume of the History of Chess, by Herr Von der Linde, has appeared, published by Springer (Berlin). The treatise seems to upset many of the theories upheld by Dr. Forbes. We hope to be able to deal with the subject shortly.

La Stratégie, for September, is duly to hand. Mons. Louis Centurini points out that one of the problems in the British Chess Association Tourney set, "Hoc Ardua," is copied from Healey's problem of 1861, and that another problem in the set, "Where's the Master?" which obtains the special prize, rests on exactly the same idea. The writer proceeds to say, It is not surprising that the examiners cannot recall every problem that has been published, but at least they might be expected to know the winning problems of their own Association. The charge against one of the above problems is, we believe, true, but we cannot agree that the 2nd can be considered a copy, and if the critic will look again, we think he will admit his error.

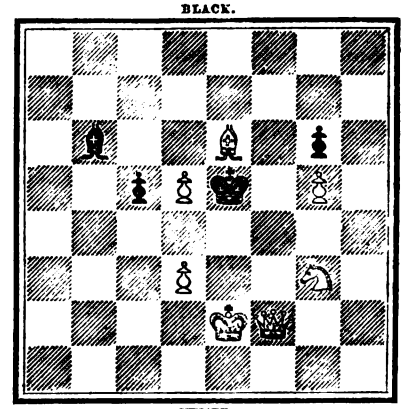
We learn from *La Stratégie* that a treatise on Chess in the Bohemian language is about to be published. The Dutch Chess Association Tourney finished on the 6th ult. Mr. A. de Lisle won the 1st prize, Mr. Gifford 2nd, Mr. Blydenstein 3rd, and Mr. Switzar 4th.

The Tourney at Pesth is at length finished. The following are the winners:—1st. Mons. Fahndrich, 2nd. Beer, 3rd. Taraba, 4th. English, 5th. Ivauffy, 6th. Dr. Vidor. We should be glad to receive some of these games for publication.

CONSTRUCTION OF PROBLEMS.

To the Editor of the WESTMINSTER PAPERS.

SIR,—I. As I was well aware, the second version of my bi-move in your April issue is an instance of the absence of economy as to the number of pieces employed. The substitution of White King for Pawn at K Kt 4, proposed by M. Barbier, readily occurred to me, but was as readily discarded, because it interfered with the economy of mating force in the variation consequent on K takes Kt. If stationed at Kt 4 the White King needlessly guards two squares, thus positively marring the effect sought after. In the accompanying version I have at last succeeded in finding an occupation for his Majesty where he does not overdo his duty. I have, at the same time, carried this important principle of economy much further than in either of my previous attempts. Each mating position is now reduced to "hard pan."



White to play and mate in two moves.

II. A few words now on the question as to the legitimacy of dual moves. It strikes me that the error in Loyd's problem is admitted by artistic license, the very theory of which conveys the idea of something wrong. Anything wrong can not be, in itself, *entirely legitimate*. The license affords only an excuse, or a permission for the departure from established usage. We might speak of the dual move as quasi-legitimate, but the term *entirely legitimate* is entirely too strong, just as it would be if applied to a bastard child whose parents were married subsequent to its birth. If this strong expression is to be used at all in connection with Loyd's problem it should be limited to the author's action in forbearing to eliminate the dual move. In speaking of the move itself in its relations to other kinds of dual moves, and in connection with a system defining their degrees of error, it is obviously preferable to use some term that keeps up the idea of the departure from absolute accuracy of detail. The move itself, or its nature, is not affected by the author's judgment. If his decision to admit the dual move be supported by the majority of composers, this does not whitewash the

error, there it stands, the same as if his decision were condemned. The point of accuracy is violated; no verbal juggling can wipe out that fact. On this score the problem cannot justly receive a full mark.

III. Now, on what grounds can the decision to admit this error in Loyd's problem be supported? The answer is, that its correction, in any manner yet suggested, would mar the grand result. To secure a full mark on the score of accuracy seems to discount the problem on other points more than is gained. In arriving at this conclusion I have taken in view the *degree of the error*, a question which M. Barbier wholly ignores. I maintain that it is not always possible to decide until the manner in which the dual move affects the problem be clearly understood. Hence the system of classification which I have devised in order to assist in forming a closely approximate conception of the relative degree of error of the various cases of dual moves. Those who have studied this subject carefully must be aware of the vast difference of opinion that exists as to the importance of any one dual move. Much of this confusion arises from ignoring plain and palpable distinctions that exist between different dual moves, and the consequent wholesale denunciation of all alike by some, and the support of all alike by others.

IV. A glance, now, at my reasons for terming the particular dual move in Loyd's problem as of comparatively light moment. Observe that the choice of moves arises in reply to a parallel move; K to B 8 and K to Kt 8 are closely related; they belong to the same variation; they are merely different forms of the same defence. K to Kt 8 undoubtedly gives rise to an error, but the effect upon the variation is not so serious as it would be were this the only form for the defence, because, in the latter case, the entire variation would be wrecked, whereas we may now write 1 Kt to Kt 4 dis ch, K to B 8, 2 R to Q R 8, and 3 R to R sq. The form K to Kt 8 need not specially appear, inasmuch as it does not demand anything different. I do not ignore it altogether, which would be to declare the problem unequivocally sound; but I simply sink its significance, whereby we gather that a dual in reply to it does not affect the problem as seriously as if it were the sole form of the defence in this variation. Whenever, in a given variation, there are several forms of the defence, of such a nature that it is immateral which be played, the *selection* of any one becomes *purposeless*, as it were. I do not say *entirely* purposeless, because I wish this statement to be taken with caution. In so far as the selection of any one form becomes purposeless, we begin to see that lack of accuracy is not so great as when the dual move arises in reply to a distinct defence. In cases where the forms of defence are parallel, the author may, if he choose, employ the word *anything* for the defence, or he may select such forms for specification as permit but one reply. To give those forms that permit a dual, while omitting those that present a correct result, is decidedly strange.

V. But this term *anything* is greatly abused. Many authors introduce it to cover up serious imperfections. It should not be employed to embrace modes of defence that demand separate and distinct replies. If a move is really distinct, if it introduces a new variation, it should be given. When we see a variation written like that marked "A" in the solution of Healey's number 9, we may justly suspect something wrong. The word "anything" for the first move of defence covers at least two moves that are actually distinct, viz. 1 R takes B and R to R 7. If the first be adopted White can reply only with Q to K 2 ch, but on the next move mates in *three* ways. If the second be adopted White must change his course, but he still has a choice of three mating moves. Any other moves for the defence than the one above given, and 1 K takes Kt, in the leader, I look upon as comparatively unimportant, because they have no influence upon White's play; consequently the various dual moves, which they unfortunately all present, are only so many defects. Were the three variations I have given perfect, the problem would stand, and stand high, worthy of its great author, regardless of the mere defects. I have referred to this remarkable problem, so subtle and elegant in conception, on account of its exemplification of three grades of error; first, the defect; second, the imperfect variation; and third, the faulty problem, in that there is no perfect variation—not one, even, that is merely defective. Had M. Barbier more carefully followed what I have hitherto written, he would have found, in this fact, sufficient insight into the purpose of my reference to this problem to warrant him in reserving his counsel for those who may need it, and his justification for those whose fame is less lofty than that of this unsurpassed composer.

GEO. E. CARPENTER.

TARRYTOWN, N. Y.
17th August 1874.

"A STEREOTYPED GAME OF CHESS."

To the Editor of the WESTMINSTER PAPERS.

SIR,—Nothing is more common than to hear it said that the same game of Chess, *i.e.* the same sequence of moves, has never been played more than once. There is, however, a curious exception to this rule, with which many of your readers may not be acquainted, and for which perhaps you may find space.

Some six months ago, at the Divan, I was playing a Scotch Gambit, and was able to repeat, move for

move, a game which I had perused not long before in a well-known work, the *Neueste Theorie und Praxis.** The only remarkable thing here was the unconscious fidelity with which my opponent followed the model, even to the extent of suffering the rather pretty mate. When the game was finished, I, of course, explained my source of inspiration; and Herren Steinitz and Zukertort, to whom the curiosity was shown, told us that *each* had previously played the game, move for move, on at least one occasion. Only the other day, I discovered another edition in an old volume of the *Leipziger Schachzeitung*,† and therefore, being of opinion that this variation has already had more than its due share of success, I shall beg you to set up a light-house near the dangerous rock, for the benefit of your weaker Chess brethren.

I am, Sir, yours, &c. J. DE S.

SCOTCH GAMBIT.

White. Steinitz, Zukertort, Kliefoth, &c.	Black. Various Victims.	White. Steinitz, Zukertort, Kliefoth, &c.	Black. Various Victims.
1 P to K 4	1 P to K 4	11 P to K B 5	11 P to Q 6 dis ch
2 Kt to K B 3	2 Kt to Q B 3	12 K to K R sq	12 P takes P
3 P to Q 4	3 P takes P	13 Kt to Q B 3	13 Kt to K 4
4 B to B 4	4 B to B 4	14 Kt to Q 5	14 Q to Q sq
5 Kt to Kt 5	5 Kt to R 3	15 P to B 6	15 Castles
6 Q to R 5	6 Q to K 2	16 Kt to K 7 ch	16 K to R sq
7 Castles	7 Q Kt to K 4	17 P takes P ch	17 K takes P
8 B to Q Kt 3	8 P to Q 3	18 Q takes Kt ch	18 K takes Q
9 P to K R 3	9 B to Q 2	19 Kt to K 6 dis ch	19 K to R 4
10 P to K B 4	10 Kt to Kt 3	20 Kt to Kt 7 ch	

And Black is mated in a few moves.

WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

PROBLEMS RECEIVED.

1. Toujours pret.
2. Pro Rege et Lege.
3. All intricate, yet each path plain to those who know the way.
4. Die Wacht am Rhein.
5. Morgenroth.
6. Heads or tails.
7. Look upon this picture and on this.
8. Ad unguem.
9. Sub hoc signo Vinces.
10. From afar.
11. Palmam qui meruit ferat.
12. Non quo sed quo modo.
13. Look before you leap.
14. Chess nuts.
15. Finis Coronat opus.

THE ENGLISH LIST IS CLOSED.

Foreign competitors are reminded that the time fixed for sending in the Problems, pursuant to the conditions in our July Number, are as follows: Europe and North America, 20th October 1874; elsewhere, 20th January 1875.

OUR PROBLEMS REVIEWED.

No. 500, by R. W. JOHNSON—"Fair, and free from duals," H. J. C. A.—"Neat, but obvious," W. J. N. B.—"Fair," J. N. K.—"Ingenious," W. Nash.—"Pretty fair," G. R.

No. 501, by F. W. LORD.—"Excellent, and more difficult than any of the prize two-movers," H. J. C. A.—"Fair," W. J. N. B.—"Very good," J. N. K.—"Very good, and original," W. Nash.—"The dead shall rise again," G. R.

No. 502, by J. W. ABBOTT.—"Neat and pleasing," H. J. C. A.—"Very good," W. J. N. B.—"Very neat," J. N. K.—"Neat, but very simple," W. Nash.—"Rather good," G. R.

No. 503, by H. MACPHERSON.—"Pretty, though obvious," H. J. C. A.—"Seen at a glance," W. J. N. B.—"A very old story retold," J. N. K.—"Very poor," W. Nash.—"Very easy," G. R.

No. 504, by H. JAMES.—"The weakest in the number," H. J. C. A.—"For the juveniles," W. J. N. B.—"Very good indeed, construction perfect," J. N. K.—"Original, and will probably remain unique," W. Nash.—"Worthless," G. R.

No. 505, by D. CLARKE.—"Easy," H. J. C. A.—"Fair," J. N. K.—"Easy and uninteresting," W. J. N. B.—"Exceedingly poor," W. Nash.—"Solved at a glance," G. R.

No. 506, by Dr. GOLD.—"Pretty, but not quite 'as good as gold,'" H. J. C. A.—"Mediocre," W. J. N. B.—"A capital specimen of Dr. Gold's style," J. N. K.—"Very weak and easy," W. Nash.—"Neat, but not difficult," G. R.

No. 507, by J. N. KEYNES.—"Neat and well constructed," H. J. C. A.—"Pretty," W. J. N. B.—"Neat and pleasing," W. Nash.—"A very good position," G. R.

No. 508, by J. MENZIES.—As printed, this problem cannot be solved; the White King should have been on K R 6.

R. S. Moffatt has solved all the above, save 508, but has not reviewed them.

* Page 153. No. 116. Game between Kliefoth and Schliemann.

† Volume for 1870, page 229.

PROBLEMS.

PROBLEM No. 509.—By G. E. CARPENTER.
Inscribed, with high esteem, to Frank Healey.

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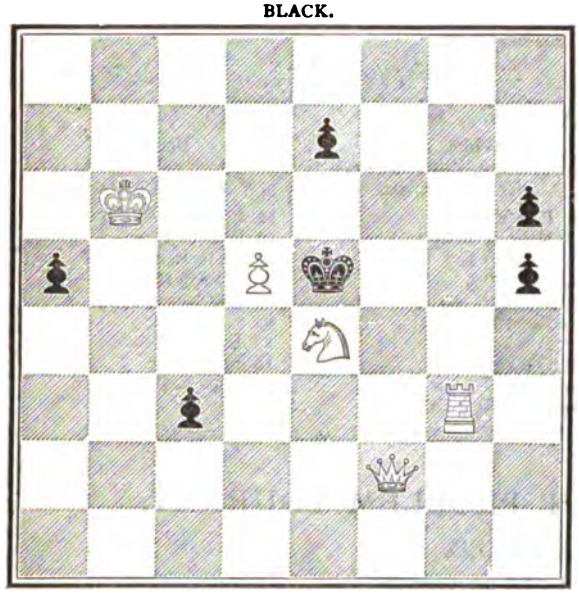

WHITE.

White to play and mate in three moves.

PROBLEM No. 510.—By C. A. GILBERG.

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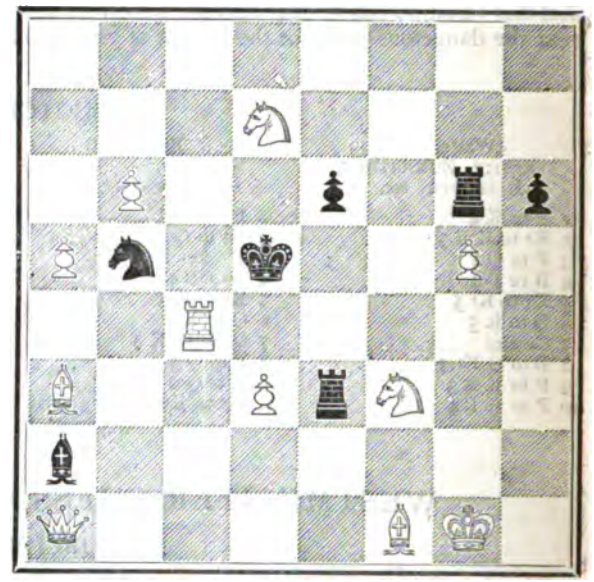

WHITE.

White to play and mate in three moves.

PROBLEM No. 511.—By P. T. DUFFY.

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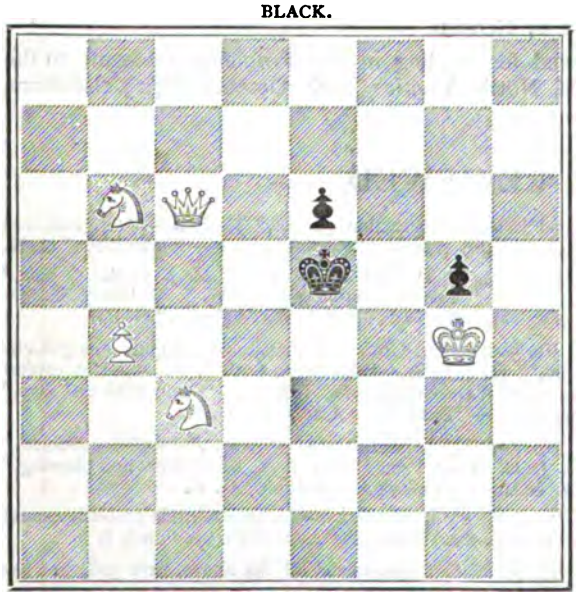

WHITE.

White to play and mate in four moves.

PROBLEM No. 512.—By J. A. DOUGLAS.

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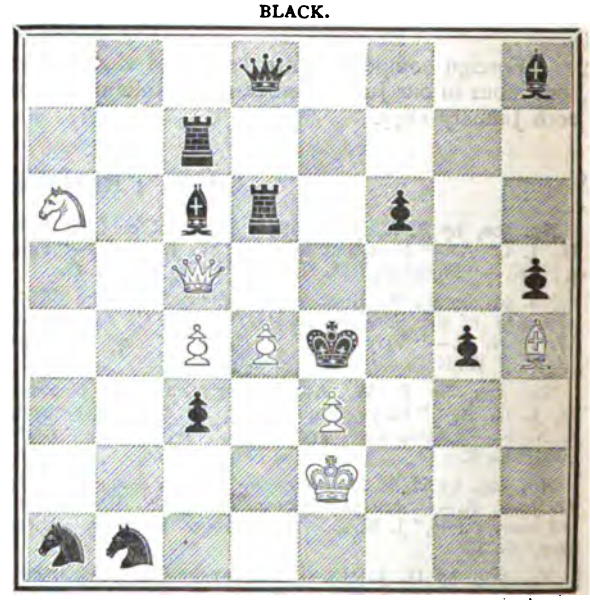

WHITE.

White to play and mate in seven moves.

PROBLEMS.

No. 513.—By G. E. Barbier.

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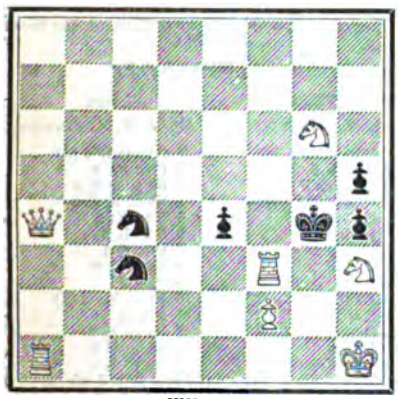

WHITE.

White to play and mate in two moves.

No. 514.—By A. Townsend, Newport, Mon.

BLACK.

WHITE.

White to play and mate in two moves.

No. 515.—By Dr. Gold

BLACK.

WHITE.

White to play and mate in two moves.

No. 516.—By W. C. Cotton.

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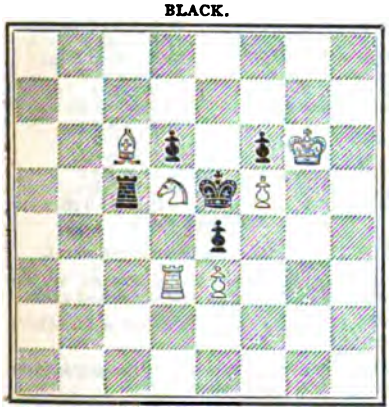

WHITE.

White to play and mate in three moves.

No. 517.—By D. Clark, (Barnaul).

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WHITE.

White to play and mate in three moves.

No. 518.—By G. B. Stocker.

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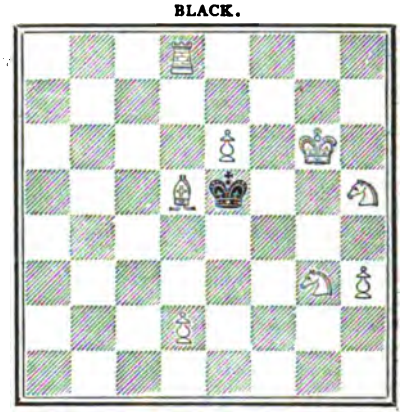

WHITE.

White to play and mate in three moves.

No. 519.—By C. Callender.

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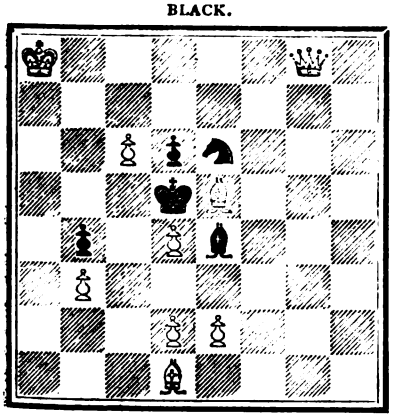

WHITE.

White to play and mate in four moves.

No. 520.—By F. W. Lord.

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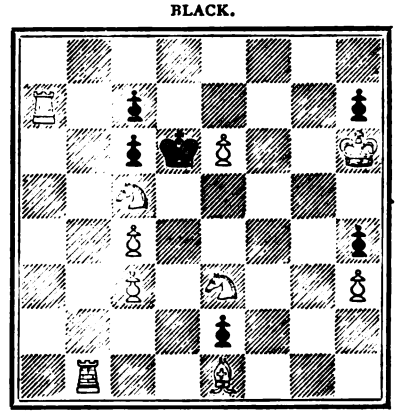

WHITE.

White to play and mate in four moves.

No. 521.—By J. Menzies.

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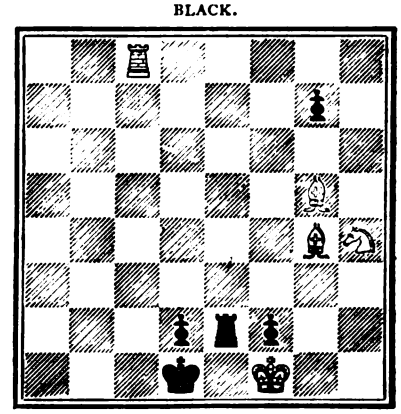


WHITE.

White to play and compel self-mate in five moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 280.

Evans Gambit.

Played at the Lees Kabinet in Rotterdam, the 27th of May 1874.

White. Mr. G. MacDonnell.	Black. Herr Dufer.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to R 4
6 P to Q 4	6 P takes P
7 Castles	7 P takes P
8 Q to Kt 3	8 Q to B 3
9 P to K 5	9 Q to Kt 3 (a)
10 Kt takes P	10 K Kt to K 2
11 B to Kt 2 (b)	11 Castles (c)
12 Q R to Q sq	12 P to Q R 3
13 K R to K sq	13 P to Kt 4 (d)
14 B to Q 3	14 Q to K 3 (e)
15 B takes P ch	15 K to R sq
16 Q to B 2	16 Kt to Kt 3
17 R to K 4	17 B takes Kt
18 B takes B	18 Q to K 2 (f)
19 B takes Kt	19 P takes B
20 R to R 4 ch	20 K to Kt sq
21 Q takes P	21 R takes Kt (g)
22 Q to R 7 ch	22 K to B 2
23 P takes R	23 Q to Kt 4 ch
24 R to Kt 4	24 Q to R 3
25 P to K 6 ch	Resigns.

(a) Von der Lasa, in the *Handbuch*, at this juncture, gives the following variation to show to the student that Black cannot venture to take the Pawn: 9 Kt takes P, 10 R to K sq, 10 P to Q 3, 11 Q to R 4 ch, 11 K to B sq, 12 Kt takes Kt, 12 P to B 7, 13 Q takes B, 13 B P takes Kt queening, 14 R takes Q, 14 P takes Kt, 15 B to R 3 ch, 15 Kt to K 2, 16 K R takes P, 16 P to Q Kt 3, 17 R takes Kt, 17 P takes Q, 18 R to K 6 dis ch and wins. To this Mr. Gossip remarks, in his *Chess Player's Manual*, p 287, "Von der Lasa's variation is therefore an untenable line of defence for Black." Risum teneatis, amici!

(b) This move is by no means stronger than the continuation 11 B to R 3.

(c) The best answer in nearly all the variations of this defence is 11 P to Q Kt 4: Black has then the superior game, whether White captures the Pawn with Bishop or Knight, *e.g.*—

	11 P to Q Kt 4
12 B takes P, or (A)	12 R to Q Kt sq
13 Q to B 4 best	13 P to Q R 3
14 B takes Kt	14 Q takes B
15 Q takes Q forced	15 Kt takes Q
16 Kt to Q sq	16 Castles
(A)	
12 Kt takes P	12 R to Q Kt sq
13 Q to R 3	13 P to Q R 3
14 Kt to B 3	14 R to Kt 5
15 B to Kt 3	15 R to K Kt 5
16 P to Kt 3	16 B to Kt 2

and Black has a fine game.

(d) After this move Black's game is defenceless. He ought first to capture the Knight, and then advance the Q Kt P; 13 B takes Kt, 14 Q takes B, 14 P to Kt 4, 15 B to Q 3, 15 P to Kt 5, 16 Q to B 2, 16 Q to R 4, 17 R to K 4, 17 Kt to Kt 3.

(e) 14 Q to R 4 would be equally fatal on account of 15 R to K 4, 15 Kt to Kt 3, 16 Kt to K 2.

(f) Black has no good move at his disposal. If 18 B to Kt 2 the game would take probably the following course:—

	18 B to Kt 2
19 B takes Kt	19 Q takes B

If 19 P takes B, 20 R to R 4 ch, 20 K to Kt sq, 21 Kt to Kt 5, 21 Q to B 4, 21 Q to Kt 3 ch and wins.

20 R to R 4 ch	20 K to Kt sq
21 Q takes Q	21 P takes Q
22 R takes P	22 R to B 2
23 R takes R	23 K takes R
24 Kt to Kt 5 ch	24 K to Kt sq
25 P to K 6	25 Kt to Q sq best
26 P to K 7	26 Kt to B 3

If 26 Kt to B 3, 27 R to R 7, 27 Kt takes P, 28 R takes P ch, 28 K to B sq, 29 Kt to K 6 ch, 29 K to K sq, 30 Kt takes P ch.

26 R to R 7	26 Kt takes Kt
27 R takes P ch	27 K to R sq
28 R takes P dis ch	28 K to R 2
29 R takes Kt	

and wins easily.

(g) To avoid the forced mate, which White threatened by 22 Kt to Kt 5.

GAME 281.

Played, by correspondence, between Mr. W. H. Hotchkin, of Watertown, N.Y., and J. C. Romeyn, of Rondont, N.Y.

King's Bishop's Opening.

White. Mr. Hotchkin.	Black. Mr. Romeyn.
1 P to K 4	1 P to K 4
2 B to B 4	2 B to B 4
3 Q to K 2	3 Q to K 2
4 P to K B 4	4 Kt to K B 3
5 Kt to K B 3 (a)	5 P to Q 3
6 K t to B 3	6 P to B 3
7 P to Q 3	7 B to K Kt 5
8 P takes P (b)	8 P takes P
9 B to K 3	9 Q Kt to Q 2
10 Q to B 2	10 B takes Kt
11 Q takes B	11 B takes B
12 Q takes B	12 P to Q Kt 4
13 B to Kt 3	13 Kt to B 4
14 Castles K R	14 P to Q R 4 (c)
15 P to Q R 3	15 Kt takes B
16 P takes Kt	16 Castles K R
17 R to B 5	17 K R to K sq
18 Q R to K B sq (d)	18 Q to R 2
19 K R to B 3	19 Q takes Q ch
20 R takes Q	20 Kt to Q 2
21 Kt to K 2	21 K R to Q sq
22 R to B sq	22 Q R to B sq
23 P to Q 4	23 P takes P
24 Kt takes P	24 Kt to K 4
25 Kt to B 5	25 R to B 2
26 K R to Q B 3	26 P to Kt 3
27 Kt to Kt 3	27 R (B 2) to Q 2
28 Kt to B sq	28 P to K B 3
29 P to K R 3	29 P to Kt 5
30 R to K 3	30 R to Q 8
31 R takes R	31 R takes R
32 K to B 2	32 R to Kt 8
33 P takes P	33 R takes P ch
34 K to Kt 3	34 P takes P
35 Kt to R 2	35 R to B 7
Resigns.	

The second game, which was won by Mr. Hotchkin, was published in the *Deutsche Schachzeitung*, a short time ago.

(a) I would prefer 5 P takes P, 5 Q takes P, 6 P to Q 3; if then 6 B takes Kt, 7 R takes B, 7 Q takes R P, 8 B to K 3, 8 P to Q 3, 9 Kt to Q 2, 9 B to Kt 5, 10 Kt to B 3, and although Black is a Pawn ahead, we consider White has the superior game.

(b) By 8 Kt to Q R 4, White would maintain the superior game.

(c) Well conceived; this forces the advance of the adverse Q R P and destroys, after the following exchange, the position of White's Pawns on the Queen's flank.

(d) 18 Q to Kt 3, followed by 19 Q R to K B sq, would give White some attack.

GAME 282.

Played at the St. George's Club, on the 29th July 1874.

Remove Black's K B P.

White. Mr. Mackett.	Black. Mr. J. H. Zukertort.
1 P to K 4	1 P to Q B 4 (a)
2 Q to R 5 ch	2 P to Kt 3
3 Q takes P	3 Kt to Q B 3
4 P to Q B 3 (b)	4 Kt to K B 3
5 Q to B 4	5 B to Kt 2
6 Kt to B 3	6 P to K 3
7 P to K 5	7 P to Q 4
8 Q to K 2	8 Kt to Q 2
9 P to Q 4 (c)	9 Castles
10 Kt to R 3	10 Kt to Kt 3 (d)
11 P to R 4	11 P to K R 3
12 Q to B 2	12 Kt to K 2
13 B to Q 3	13 Kt to B 4
14 P to K Kt 4	14 Kt to K 2
15 R to R 3	15 K to B 2 (e)
16 P to Kt 5 (f)	16 P to K R 4
17 Kt to R 2	17 Kt to B 4
18 Kt to Kt 5	18 P to R 3
19 B takes Kt	19 K P takes B
20 Kt to Q 6 ch	20 K to Kt sq
21 R to B 3	21 Q to B 2
22 P to Kt 3	22 B to K 3
23 B to R 3	23 K R to Q sq
24 B to B 5	24 Kt to Q 2
25 B to Kt 4	25 Kt takes P (g)
26 P takes Kt	26 B takes P
27 Q to K 2 (h)	27 B to B 2
28 Kt takes B	28 K takes Kt
29 R to K 3 (i)	29 R to K sq
30 Kt to B 3 (k)	30 B to B 5
31 Q to Q 3 (l)	31 B takes R
32 Q takes Q P ch	32 K to Kt 2
33 P takes B	33 Q R to Q sq
34 Q to B 4	34 Q to Kt 6 ch

And Black wins.

(a) This sacrifice of a Pawn is not sound.

(b) A good move; White obtains by this slow, but safe course, a well developed game.

(c) White has now established a formidable centre.

(d) 10 P to Q R 3, preventing the entrée of the adverse Q Kt, was better.

(e) Black has no better move; if 15 Q to K sq, 16 Q Kt to Kt 5.

(f) White pursues the attack in a vigorous style, but his 16th move improves the chances of his opponent.

(g) The first move of a long combination, which turns the tables completely.

(h) The only move to avoid the immediate loss of a piece.

(i) If 29 Kt to B sq, Black wins a piece by 29 P to R 4.

(k) 30 Kt to B sq, would again be replied to by 30 P to R 4.

(l) If 31 Castles, the game would take the following course:—

31 Castles	31 P to R 4
32 B to R 3	32 B takes R ch
33 P takes B	33 Q takes P ch
34 K to Kt sq best	34 R takes P
35 Q to Q 2	35 Q takes Q
(Black dare not take the Knight)	
36 Kt takes Q	36 R to R 6
37 B to Kt 2	
(If 37 Kt to B sq, 37 P to R 5!)	
	37 R to K sq
38 Kt to B sq	38 R to R 8
39 Kt to K 3	39 R takes R ch
40 Kt takes R	40 R to K 5

And Black ought to win.

GAME 283.

The two following games, played in the Chicago Tournament, have been published in American papers.

French Opening.

White. Mr. Bock.	Black. Mr. Elder.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 B to Q 3
5 B to Q 3	5 Kt to K B 3
6 Castles	6 Castles
7 Kt to B 3	7 P to K R 3
8 B to K 3	8 Kt to B 3
9 Q to Q 2	9 Kt to K 2
10 Q R to K sq (a)	10 B to K B 4
11 Kt to K R 4	11 B takes B
12 Q takes B	12 Q to Q 2
13 P to K R 3	13 P to B 3
14 P to B 4	14 Q R to K sq
15 B to Q 2 (b)	15 B to B 2
16 R to K 2	16 Kt to B sq
17 K R to K sq	17 Kt to Q 3
18 Kt to B 3	18 P to Q R 7 (c)
19 Kt to K 5	19 Q to B 4
20 Kt to Q sq	20 Q takes Q
21 Kt takes Q	21 R takes R
22 R takes R	22 Q Kt to K 5
23 Q Kt to B 2 (d)	23 Kt takes B
24 R takes Kt	24 Kt to R 4
25 P to B 5	25 Kt to Kt 6
26 P to B 6	26 P to K Kt 4
27 Kt to Kt 4	27 Kt to K 5
28 R to K 2	28 P to R 4
29 Q Kt to K 5	29 Kt takes P
30 Kt to B 5	30 B to Kt 3
31 Kt from K 5 to Q 3	31 R to K sq
32 R takes R ch	32 Kt takes R
33 P to B 3	33 Kt to Q 3 (e)
34 Kt to Q 7	34 B to Q sq
35 K to B 2	35 K to Kt 2
36 K to B 3	36 P to K B 4
37 Kt from Q 3 to B 5	37 K to R 3
38 P to K Kt 4	38 B P takes P ch
39 P takes P	39 P to B 5
40 Kt to K 5	40 B to K 2
41 Kt to Kt 3	41 B to Q sq
42 Kt to B 5	42 K to R 2
43 K to K 3	43 B to B 3
44 Kt from K 5 to Q 3	44 K to Kt 2
45 K to B 3	45 K to B 2
46 K to K 3	46 Kt to B 5 ch
47 K to K 2	47 P to Kt 3
48 Kt to R 4	48 P to Kt 4
49 Kt from R 4 to B 5	49 P to Kt 5
50 Kt to R 4	50 P takes P (f)
51 P takes P	51 K to K 2
52 Kt from R 4 to Kt 2	52 Kt takes Kt
53 Kt takes Kt	53 K to Q 3
54 P to R 4	54 P to B 4
55 K to K 3	55 P takes P ch
56 P takes P	56 K to B 3
57 Kt to Q sq	

And the game was drawn.

(a) If 10 B takes P, Black maintains the piece, with a safe position, by 10 P takes B, 11 Q takes P, 11 Kt to B 4, 12 Q to Kt 5 ch, 12 Kt to Kt 2.

(b) White could here advance the Pawns on his King's side.

(c) Black evidently avoids the exchange of his Bishop, which would be forced after 18 Q Kt to K 5, 19 Kt takes Kt, 19 Kt takes Kt, 20 B to Kt 4.

(d) This move loses a Pawn.

(e) Black misses here the winning course: his Pawn ahead would decide the game, I think, after exchanging the Bishop for the Knight.

(f) Black ought to sacrifice here the Knight for two Pawns, e.g.:—

	50 Kt takes P
51 Kt from Q 3 takes Kt	51 P takes P
52 Kt takes P	52 B takes Kt

And Black will win, whether White protects one Knight with the other, or by the King, by exchanging his three past Pawns for the remaining Knight.

GAME 284.

Giuoco Piano.

White. Mr. Max. Judd.	Black. Mr. H. Hosmer.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 Castles	4 Kt to B 3
5 P to Q 3	5 P to Q 3
6 P to K R 3	6 Castles (a)
7 Kt to B 3	7 Kt to K 2
8 Kt to K 2	8 Kt to Kt 3
9 P to B 3	9 B to Kt 3
10 Kt to Kt 3	10 P to Q 4
11 B to Kt 3	11 B to K 3
12 R to K sq (b)	12 R to K sq
13 Q to B 2	13 P to R 3
14 B takes Q 2	14 Q to Q 2
15 P takes P	15 B takes R P (c)
16 P to Q 4 (d)	16 P to K 5 (e)
17 Kt takes P (f)	17 B takes Kt P (g)
18 Kt takes Kt ch (h)	18 P takes Kt
19 Kt to R 2 (i)	19 Q B takes P
20 P to Q B 4 (k)	20 Q to R 6
21 P to B 3 (l) Resigns.	21 B takes P ch

(a) I think that the second player in this variation of the Giuoco Piano ought to play first his Q Knight on the King's side, the Q B to K 3 and the Q to Q 2 or K 2, and then Castle either side according to White's manœuvres.

(b) B to K Kt 5 was the proper course, White's Q B has afterwards no good square for its development.

(c) Black has obtained the superior position, and he continues the attack skilfully.

(d) If 16 P takes B	16 Q takes R P
17 B to K 3	17 Kt to B 5
18 B takes Kt	18 P takes B

and Black wins his piece back with a winning position.

(e) The first move of a highly ingenious combination, however, c'est sublime, mais ce n'est pas la guerre. The strongest course, which, I think, must have won the game, was:—

	16 P takes P
17 P takes B	17 Q takes R P

threatening 18 Q takes Kt ch, and 19 P to Q 6 dis ch.

18 Q to Q 3	

If 18 P takes P, 18 B takes P, 19 Kt takes B, 19 Kt to R 5.

	18 P takes P
19 B to K 3	19 R takes B
20 R takes R	20 Kt to B 5
21 Q to B sq	21 B takes R
22 Q takes Q	22 Kt takes Q ch
23 K to Kt 2	23 P takes P
24 R to Q Kt sq	24 Kt takes P

and Black wins easily.

(f) White evidently overlooks the object of the preceding move. He could obtain here the better game by—

17 Kt to R 2	

If 17 Kt to K 5, White loses by 17 Kt takes Kt, 18 P takes Kt, 18 R takes P! 19 P takes B, 19 Q takes R P, 20 B to K 3 or K B 4, 20 Kt to Kt 5.

	17 B to B 4
18 B to R 4	18 P to B 3
19 P takes P	19 P takes P
20 Kt takes B	20 Q takes B
21 B takes B P	

(g) A splendid coup: the first of a five move problem.

(h) If 18 K takes B	18 Q to Kt 5 ch
19 Kt to Kt 3	19 Q takes K Kt ch
20 K takes Q	20 Kt to K 5 ch
21 K to B 4	21 P to Kt 4 ch and mate.

(i) Mr. Judd could here retrieve the game by—

19 P to Q 6	19 K to Kt 2
20 Kt to R 2	20 B to B 3
21 Q to Q sq	21 Q takes R 6
22 Q to Kt 4	22 Q takes Q
23 Kt takes Q	

and White has a good game.

(k) Suicidal: Black's K B comes now into play with deciding effect.

(l) To prevent the impending mate by Kt to R 5.

GAME 285.

Irregular King's Knight's Game.

Played at Simpson's Divan.

White. Herr Porges.	Black. Herr Steinitz.
1 P to K 4	1 P to K 4
2 Kt to K 2 (a)	2 Kt to K B 3
3 Kt to Kt 3	3 B to B 4
4 B to B 4	4 Castles (b)
5 P to Q 3	5 P to Q 4
6 P takes P	6 Kt to Kt 5
7 Kt to K 4	7 B to Kt 3
8 P to K B 3	8 P to K B 4 (c)
9 B to K Kt 5	9 Q to K sq
10 P takes Kt	10 P takes Kt
11 P to Q 6 dis ch	11 K to R sq
12 P to K B 3	12 P takes B P
13 P takes P	13 Kt to B 3
14 K to Q 2 (d)	14 Q to Kt 3
15 B to K 7	15 Kt takes B
16 P takes B	16 Q to Kt 4 ch
17 K to B 3	17 Q takes P (e)
18 R takes P ch (f)	18 K takes R
19 Q to R sq ch	19 K to Kt 3
20 Q to R 5 ch	20 K to B 3
21 Q to R 4 ch	Resigns (g)

(a) The skilful amateur, who plays against the formidable champion, lacks book knowledge; his openings are always eccentric, and, we may add, not always to be commended.

(b) We prefer 4 P to Q 3.

(c) A dangerous line of play.

(d) Very well played; Black threatens mate in three moves.

(e) Interdum dormitat etiam Homerus.

(f) Herr Porges now wins the game in a vigorous and brilliant style.

(g) If 21 P to Kt 4, 22 Q to R 6 ch and mate; if 21 K to Kt 3, 22 Q takes Q.

SOLUTIONS OF PROBLEMS.

No. 500.

White.	Black.
1 Q to Q Kt 5	1 Aught
2 Mates accordingly	

No. 501.

1 P to Q B 7	1 Aught
2 Mates accordingly	

No. 502.

1 Q to Q B 4	1 B takes P
2 Kt to B 7 ch	2 K moves
3 Q mates	

If 1 K to B 3, then 2 Q to K B 7 ch, and if 1 K to Q 3, 2 Q to K 6 ch

No. 503.

1 Kt to K 4	1 Kt to Q B sq
2 B to K 2	2 Aught
3 Mates	

No. 504.

1 K to Q Kt 7	1 Either Kt or P moves
2 Kt moves acc.	2 Aught
3 Kt mates	

No. 505.

1 R to K B 4	1 Kt takes R
2 Kt to K B 8	2 Aught
3 Mates	

No. 506.

1 B to Kt 6	1 Q takes Kt
2 R to K 5 dbl. ch	2 K takes R
3 Kt mates	

The variations are sufficiently obvious.

No. 507.

1 R to Kt 3	1 K to Q 4
2 R to Kt 5 dbl. ch	2 K moves
3 R mates	
	If 1 P to Q B 3
2 R to Q Kt sq	2 Aught
3 R mates	
	If 1 P to Q B 4
2 R to Kt 5	

No. 508.

See Problems Reviewed.

The author of Problem No. 494 informs us that a Black Bishop is required at K R 4, instead of a Black Pawn, to make the position quite sound.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 195.

Score 3 all.

Z turns up Diamond 10.

	A. Ries.	X. F. H. Lewis.	B. Child.	Z. Jonas.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 196.

Score 4 all.

Z turns up H 9.

	A. Webster.	X. F. H. Lewis.	B. Child	Z. C. Mossop.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 197.

Clubs trumps. Score 3 all.

Played at the Westminster Chess Club.

	A. Minchin.	X. Child.	B. C. Mossop.	Z. A. R. Bristow.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND 195.

NOTES.—Trick 3.—Apparently safe in all suits, B leads trump. Trick 4.—Z cannot finesse. He does not know that D Kv implies possession of strength in Hearts, or whether it is a lead from D Kv, Qn, Kg to 5. Trick 5.—Does not stop his partner's suit by trump, and gets a good discard. Trick 11.—Must lead here a small Spade. Z must have 2 Spades and Heart 9. If X led S Ace, and then another, B would have made Kg and 9, and if A has Kg, he makes it and the C 8, and so have won the game.

HAND 196.

NOTE.—Trick 11.—The regularity with which this game was played made it quite clear to X that unless he finessed the Kv the game was lost; but thus the finesse won it. By not finessing, the play of C Kv would have allowed A to make his trump, or if X had continued the trump, the adversaries would have brought in the Spade. By the finesse, as H 9 was turned, Z must make it, or X and Z must bring in the Club,—as turned out to be the fact. The position is most interesting.

HAND 197.

NOTE.—Trick 5.—Mr. Child invariably clears his adversaries' suit. Trick 10.—The lead of the small trump is forced. The only chance of saving the game is to place the lead in A's hand. If Z has not the Major Tenace in Diamonds, the game cannot be saved.

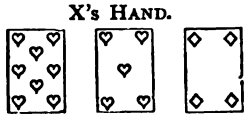
THE SIMPLEST FORMS OF SIMPLE ENDINGS.

These three endings, or rather four, are seen at once on the table, yet how often do we see these very simple points missed at Whist.

No. 96.

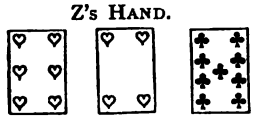
A's HAND.

X's HAND.



B's HAND.

Z's HAND.



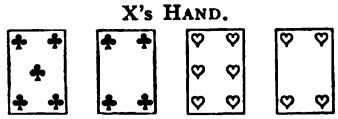
A to lead, and A and B to win three cards.

Spades trumps.

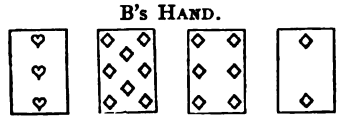
No. 97.

A's HAND.

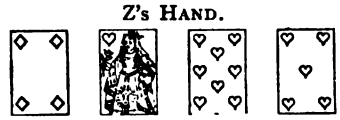
X's HAND.



B's HAND.



Z's HAND.

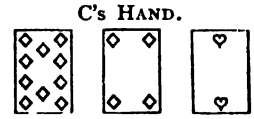


(1) A to lead, and make three tricks. (2) A led S Ace, X and Z now to make two tricks.

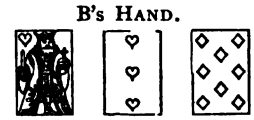
Clubs trumps.

No. 98.

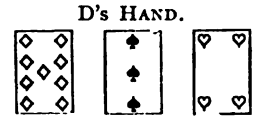
C's HAND.



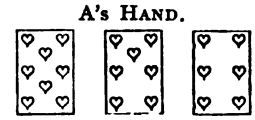
B's HAND.



D's HAND.



A's HAND.



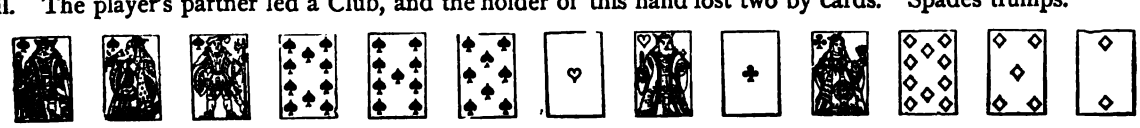
Score 4 all. A and B have six tricks; C and D to make three tricks, C has the lead.

Diamonds trumps.

Sent by J. Solomon (Jamaica.)

No. 99.—WHIST CURIOSITIES.

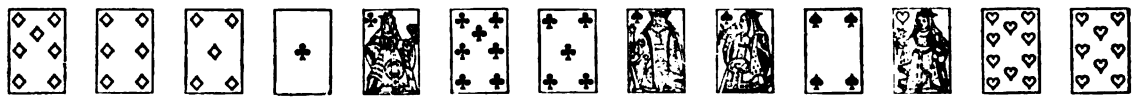
WE are informed that the following hand was held during the past month at the County Club. Score 3 all. The player's partner led a Club, and the holder of this hand lost two by cards. Spades trumps.



No. 100.—DOUBLE DUMMY PROBLEM.

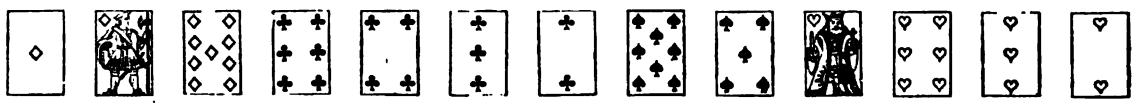
By Mr. F. H. Lewis.

A's Hand.

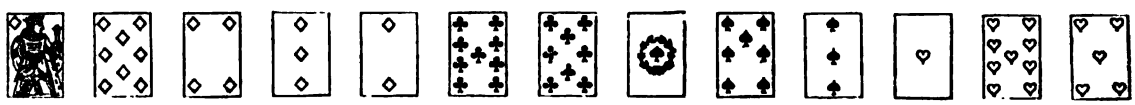


X's Hand.

B's Hand.



Z's Hand.



Diamonds trumps. A to lead, and A and B to make the odd trick.

SOLUTION to DOUBLE DUMMY PROBLEM, No. 95.

By E. N. F.

1. A leads Heart 2; X puts on K; won by B.
2. B leads Diamond Q; Z puts on 5 (covering with K would be fatal); won by B.
3. B leads Heart 10; won by X.
4. X leads Club 4; Z puts on 2; won by A.

The only way of succeeding is by forcing A to win the trick.

5. A leads Heart 4; won by B.
6. B leads Diamond 2; Z puts on 6; X trumps; won by X.
7. X leads Club Ace; won by X.
8. X leads Club 7; A discards Spade 4; won by Z.
9. Z leads Club 8; A discards Spade 10; won by Z.

At this trick, A is in a fix; any way the result is the same.

10. Z leads Spade Q; A covers; won by X.
11. X leads Spade 8; won by A.
12. A leads Diamond Ace; won by A.
13. A leads Diamond 10; won by Z.

At trick 6, B can lead small Spade, X wins with Ace, and proceeds on same principle as above; the only other noticeable variation is at the 3rd trick:—

3. B leads Diamond 3; Z puts on 6; X trumps; won by X.
4. X leads Spade 5; won by A.
5. A leads Heart 3 (there is nothing better to be done); won by X.
6. X leads Spade Ace; won by X.
7. X leads Spade 6; Z trumps; won by Z.
8. Z leads Diamond 9; X trumps; won by X.

And X Z make Ace and K of Clubs, thus winning the odd trick.

This is the most difficult problem I have ever solved; at the 2nd trick one's troubles commence, and B's lead of Trumps at the 3rd trick greatly complicates the road to victory for X Z. The great beauty of this problem is its faultless construction; by adopting the best defences for A B, X Z is each time forced to a solitary line of play; this is as it should be.

Solutions by E. N. F., E. J. (Gordon Square), Lex, Battle, J. Wilson, and S. T. R.—right. All others wrong.

WHIST JOTTINGS.—WHAT THE CARDS SAY.

ALL Whist players understand that the cards speak. Some can comprehend all the cards say, whilst others observe what the high cards say. One mind can grasp the whole subject, whilst another can only notice the salient features. Those who do not observe, read and reason, are card players, but not Whist players. No one would presume to speak of himself as a French scholar because he knew the names of all the objects that met the eye, but knew not the verbs, or how to join his sentences together. The large majority of Whist players are in this position; they do not know the verbs; they will not learn the grammar, and yet they persist in believing themselves good Whist players. Mr. Clay first illustrated the language in its simplest form, when he said, "if 2nd hand, I play the 3 of a suit, I tell you, in language as plain as I can speak, I have not the 2; and, of course, every other card tells something else." We have in these pages, by means of illustrative Whist Hands, such as Nos. 127 and 173, shown how, in some cases, by drawing all the inferences possible, after four rounds are played, nearly every card can be placed, and the game, in fact, becomes one of Double Dummy only. He who cannot draw these inferences as the game proceeds must play at a disadvantage as against the player who can thus reason. The one player plays with certain knowledge, the other by chance. When such positions occur it is true the bad player may hit on the right card to play, but this, we say, is chance; just in the same way that we may put the cards in a bag, and we may draw out the right one blindfold. It is wonderful the amount of knowledge one may possess, given sufficient powers of concentration and observation. One would fancy this was sufficient for an ordinary mind; but as we listen to the conversation of the card room, we are lost in amazement at the amount of knowledge we are supposed to possess, and which we do not. The number of things the cards or the players have told us according to their views, and which we have not understood, is greater than we have the capacity to take in. We think those gentlemen, who talk so much, might write down, for the information of others, what they do mean. "You ought to have known that I had the Queen, because I put on the King. Who else could have it?" The language they use does not always mean the same thing. Thus, we saw a player, 4th hand, win the Knave with the Queen, and return the King taken by the original leader with the Ace. Remember this was the first card led. What are we to understand by this line of play? What has the original 4th player got in the suit? The case occurred twice in one day. In the first instance the 4th player had no more of the suit, and he wanted to ruff, and the player in question said to his partner, "You ought to have known that I had no more;" and, in the second case, he said, "You ought to have known that I had the best left." The first lesson we should endeavour to learn is, accuracy of language, and if we use a card to express our wishes, we must take care that it means the same thing always. We are not very fond of returning our adversaries' leads. We prefer playing our own to the adversaries' game. The return of the lead so early in the game can seldom be forced; and to clear a suit for your opponents can seldom be to your advantage. The King single held up may make the adversary change his tactics. He cannot tell the King is unguarded, but he may be able to tell, with perfect accuracy, when you play the King you are playing for a ruff, and lead trump at once, his suit being made. By thus playing, therefore, you give not only valuable information to your adversaries, but you give also that most valuable commodity, time. The most important point in the game, is the knowledge when to lead trump. This point requires more judgment than any other, and an early justifiable lead of trump is a tremendous advantage to the side who has his suit cleared, whilst you and your partner are in the dark as to the other plain suits. The conduct of the game is taken completely out of your hands. You have lost the chance of opening your suit, and lost also the item, time, which you have given to the adversary. If you have but two of one suit, you must have a long suit of some sort, and it is better to try to establish that at once. But take the second case, when you have the second and third best of your adversaries' suit. It may be that you have no good suit left. All your others may be so utterly weak that you dare not open either of them, without knowing what it is your partner wants. The lead may then be forced upon you, but if you have a four suit, or a suit with high cards in, it, we prefer even that to returning our adversaries' suit. You use the element, time, in getting the new suit cleared. You can protect your adversaries' suit, and this your partner knows, and, with this information to guide him, he may be able to lead trump with effect, as soon as he gets in, where, otherwise, he dare not do so, and he will probably lead trump if he is safe in the third plain suit. By playing your adversaries' game instead of your own, you fail to give your partner information of the state of your hand, to which he is fairly entitled. You let him play blindfold, instead of with his eyes open. You give him no information about the first suit; because that he knows as well as you, and the only possible inference he can draw from this line of play is, that you have absolutely nothing in your hand, and he must play a protective, instead of an offensive game. The "ought to have known" argument is spoilt by using it at wrong times. That there is much we ought to know, and do not, we should all cordially admit. But, when a player deliberately plays false, and then says you ought to have known who had the missing card, he does more harm than good by his remarks. It is bad enough to have to play with men who habitually play false; but it is insult added to injury

to be told "you ought to have known." All men at times play false cards, and occasionally it may be successfully done; but if the coup may be prevented from coming off, by your partner, you must take this chance into consideration before playing with this double edged tool. You cannot eat your cake and have it. You cannot deceive your adversaries without also deceiving your partner. A quiet talk on the play of a hand is very instructive, and every Whist player is glad to explain his reasons for the line of play he adopted, and glad also to have pointed out to him how he could have played to greater advantage, and why he should have done so. We have long since recommended players to give up talking altogether, not because talking is bad, we have stated the contrary,—but because no one at the Whist table seems able to talk without getting in a passion. But if we cannot stop talking, do not let us have this foolish kind of talk, that we ought to have known, unless the talker is prepared to show how we should have known. Do not tell us we ought to have known, when it is you, and you alone, who have prevented us from knowing. Find out a man who thus talks, and though he afterwards, and on other occasions, speaks in tones of silver, and with the wisdom of an angel, his talk is as nothing. We listen to the voice of the syren no longer, charm he never so wisely. And the moment this sort of talk is introduced there is an end to any one pointing out the most glaring errors. The bad players no longer listen to the good, and Whist, instead of advancing as it should advance, deteriorates in a marked degree. All suffer alike from the silly talk of one person, and that person alone was the cause of the original error. We were playing yesterday, when we ventured to point out to our partner that he ought not to have trumped a winning card. We wanted three tricks to win the game, and two to save the game. The best Heart was led, and our partner had the 13th trump, and the rest of his hand consisted of losing Clubs, of which he knew we had none. Our partner trumped, and seemed to think we were little short of daft to think he could do otherwise. A moment's reflection should have told him that if he won the trick the game was over. He might know nothing about the Hearts, and still he is forced to pass the winning Heart. To tell him this, at the Whist table, is as talking to the wind, and simply because he is so accustomed to be scolded for things that he cannot see. In this case it may be we could have convinced him he was wrong. The point is of every day occurrence, and men go on day after day winning a trick when they ought to know that to win one trick means the loss of the game. We have wondered at times at the perversity with which men will trump, and our wonder is only surpassed by the obstinacy with which others will go on passing winning cards when the other suits may be in their partner's hands. Look again at the simple endings we give in this Number. Place the cards on the table, and every child can see what to do. But when the cards are not on the table, when you have to obtain the knowledge of the position of the cards (which is Whist), and then to play, why, in our judgment, nineteen out of twenty miss these most obvious chances.

We witnessed, this month, one of the most charming blunders it has ever fell to our lot to see. A's hand consisted of 5 Hearts and the 13th trump. Z, last player, had the two best Hearts and the four long Clubs. A led the Heart, which Z won. Problem—How now to lose four tricks? We saw this done, and the player of 40 years' standing said to us, in all innocence, "I like to make a trick whilst I can."

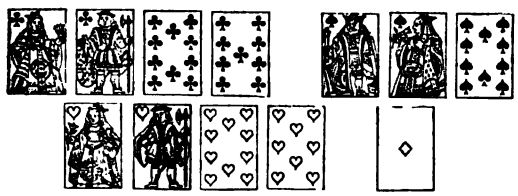
There is no Whist law to prevent your chaffing your adversaries. Common courtesy requires Whist players to behave as gentlemen, and it is no part of a gentleman's duty to hurt the feelings or destroy the pleasures of others. Conversation at Whist between the deals is no doubt proper, but between the deals you should say nothing, without regarding the effect of your words on the others. We often think a feeling of anger is aroused at Whist from a little inattention to the effects of the words uttered. Thus, we are playing with very bad luck; we have lost every rubber; we have had two Yarboroughs in one rubber, and we have just played a hand where, by no possibility, could we have got a trick. Our opponents win, and then complacently speak of their play,—or, "I think we made the best of that, partner!" It seems very natural in cold blood, but the victim is not cold; he is excited, and not in the best of humour, and a very little of this sort of conversation will raize a blaze, when, at another time, such talk would be but the subject of laughter. It follows that you should be much more careful what you say to an angry man; and, at Whist, when a man loses, however well he may command his temper, you are not by any means sure that he is not angry.

WARNING.—Job lots of cards should not be purchased for club play. The cards may be just as good as the cards bought of the principal makers, but there is a chance that the cards so purchased may have been packed and marked, and no card club should run this risk. Proprietors of clubs may be tempted by the appearance, quality and price of the cards. We desire to warn them against lending themselves to designing persons for the gain of a few shillings. Whilst we are on the subject, may we suggest to the card makers that they might dispense with the string round the pack? The string often *marks* a card, no matter how carefully they are packed.

PIQUET DISCARDS.

ELDER HANDS.

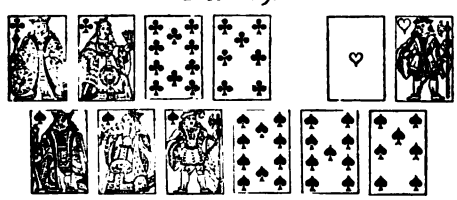
No. 108.



Score 75 to 80.

Mr. Foster Discarded H Kv, 10, 8; S Kg, 10.
Took in C Kg, 7; D Kg, Q, 9.

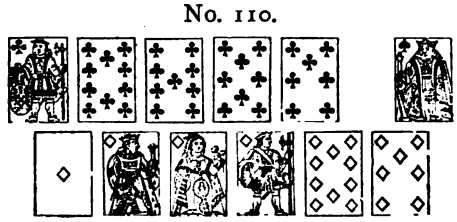
No. 109.



Companion hand to No 113.
The Discards C Kg, Q, 10, 7; H Kv.
Took in S 8; H Q, 10, 8; C 8.

YOUNGER HANDS.

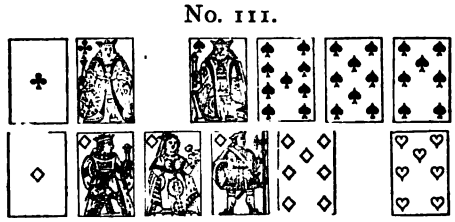
No. 110.



Score love all.

Mr. Hilsen Discarded S Kg, and left two cards.

No. 111.

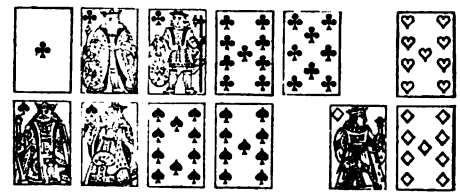


Score 43 to 25.

The second hand in a Rubicon.
Mr. Hilsen Discarded C Ace; S 8, 7.
Took in C 9; H Qn, 8.
Made 30 to 70.

YOUNGER HANDS.

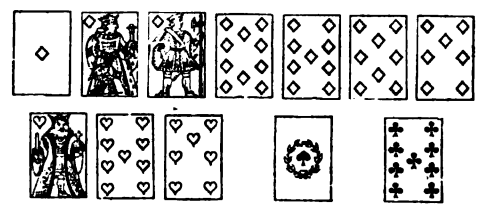
No. 112.



Score 72 to 33.

The fourth hand in a Rubicon.
Mr. Hilsen Discarded S Qn, 10, 9.
Took in H Qn, 10; D 10.
Made 12 to 17.

No. 113.

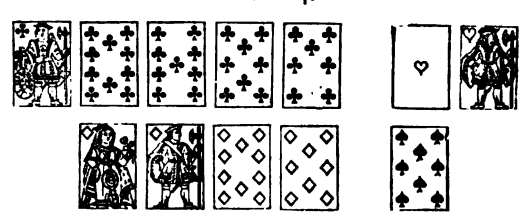


Score love all.

The Discard H Kg, 9, 7.
Took in D Qn; C Ace, Kv.
Companion hand to No. 109.

Mr. Webster, who sends us these two hands, says, Younger Hand only announced 7 cards. The Younger Hand obtained a Capot. Elder Hand should not have given this chance.

No. 114.



Score 107 to 158.

The last hand in a Rubicon.

Mr. Webster Discarded H Ace; D Q, 8.
Took in S Kg, Kv; H 8.
And won the Rubicon.

DRAMATIC NOTES.

THE writer of theatrical chronicles must frequently run the risk of being called both monotonous and inconsistent; monotonous, in that, year after year, he is forced to record the same features in a commencing season; and inconsistent, in that some form of entertainment which he has pronounced disused or dormant crops up unexpectedly with renewed life and vigour. Thus the winter season, just began, is, in many respects, exactly similar to that of 1873; and, secondly, melodrama is flourishing at the Olympic, the Princess's and Drury Lane, and, as might be expected, in the nick of time, the *Green Bushes* is announced for the Adelphi, thus affording an opportunity for Madame Celeste to take her third or fourth farewell benefit.

In comparing the close of September 1874 with that of September 1873, we find that now, as then, a number of our best actors and actresses are in the provinces; that Mr. Phelps is at Manchester, that Mr. Webster is taking the *Wandering Jew*, Miss Cavendish the *New Magdalen*, about the country. This is all as it was last year, but in one respect we are worse off, for whereas there was, at least, one original play in London last year to notice, this year there is absolutely none, unless a Strand piece, with the vulgar and silly title of *Loo, or the party who took Miss*, is to be accounted an original play. Where are our dramatists, acted or unacted? Where are Messrs. Gilbert, Albery, Merivale, Godfrey, Lee, Marshall and others? It cannot be that the slashing criticism, English or American, that is now occasionally written, has frightened them away. Nor can it be said that there is no field for their talents, nor good performers to give expression to those talents. We can only suppose that melodramas, either from the French or from Sir Walter, and *Operas Comiques* at present monopolise the suffrages of the public. This state of things may last for a month or two, or for the whole season, but in any case it is not creditable either to the public or to the literary and dramatic professions.

Mr. Halliday has adapted another of Sir Walter Scott's novels (*The Talisman*) for Drury Lane, and so unchangeable are the principles on which the Drury Lane autumn spectacles are drawn up, that the remarks made on *Antony and Cleopatra* last year might be repeated almost verbatim concerning *Richard Cœur de Lion*. We say again, as we said before, that both the original author and the adapter are stifled by the scene painter and the procession man; but it is at least consolatory to note that neither Mr. Beverley nor Mr. Cormack were this year called before the curtain. We may say, again, that when Messrs. Anderson, Creswick, Sinclair, Terriss, and Miss Wallis have their opportunities in the carpenter's scenes, their merits, if they have any, are not to be discovered, in consequence of the dreadful noise which the "300 auxiliaries" make behind the scenes. And we say again that it is a fallacious farce to call Drury Lane the National Theatre, if, by so calling it, unsuspecting and ignorant people are lured there, in the expectation of seeing the best entertainment the nation can produce. Of all the bad exhibitions that have been seen at Drury Lane under the present management, we believe the present is the worst, and approaches more nearly to the condition of noise, and nothing else, than any of its predecessors. The degradation to the artistes is deplorable. Mr. Creswick has to preside, in silence, over the antics of mountebanks and jugglers, and Mr. Sinclair, who acted so well in *Nos Intimes* some time ago, has to submit to being throttled by a dog, that cannot be induced to enter into its part with appropriate ferocity. But let it be admitted that the dog, the horses, the tumblers, the tosser of knives in the air, and the rest, are all excellent after their kind. The question is, why do persons pay seven shillings to witness these performances when they can see them in the streets off the Strand for a penny, or wait for the harlequinade of a Christmas pantomime? The probability is that they would leave their seats at Christmas time before the harlequinade began, and that they would shudder at the idea of stopping to look at anything in a street off the Strand. But if the various items are dressed up by Mr. Halliday in a Sir Walter Scott setting, they are apparently considered to lose their vulgar character, and to become worthy of a payment of seven shillings a head, in order that they may be seen and appreciated in comfort. To call Drury Lane Theatre the National Theatre, is not only misleading, but gives opportunity to the spiteful to rail at the British drama. Would not a Saturday Reviewer, or a man of that type, who might be taken by his friends to Drury Lane, use up a bottle full of ink in cutting satire on British art. The sage not probably having left the seclusion of his study for ten years or so, would never have heard of Irving or Mrs. Bancroft, or any of the good plays of the day, and would naturally generalise from Drury Lane dogs and monkeys. Ten thousand readers would implicitly believe him to be accurate, and so the stage would suffer unjust depreciation. With regard to the acting in *Richard Cœur de Lion*, it excites a reflection whether the acting of the past generation has not been much overrated, and whether the more natural, and consequently more genuine style of the present day, is not to be preferred. Some twenty-five years ago Mr. Anderson was himself lessee of Drury Lane, and principal actor there. His reign was not pecuniarily successful, Messrs. Beverley and Cormack not being his lieutenants; but his acting, and that of his company, was usually

praised by the critics of the day. Can his acting, after a calm consideration of it, be praised by any critic now? And if the chief of the company of 1852 was, as we see him now, what, indeed, must have his subordinates have been like?

In spite of many faults, the melodramas at the Princess's and the Olympic are infinitely more worth a visit than the Drury Lane medley. *Lost in London*, at the Princess's, is nearly ruined by its carpenter's scenes, and by the inordinate length of the dialogue given to the comic personages. Were the two leading characters in inferior hands to those of Mr. Emery and Miss Lydia Foote, failure would be almost inevitable. But, though these two admirable performers are being continually and unnecessarily shunted to make way for the comic lovers, their talents carry the play successfully through. It is commonly and truly remarked, that in certain parts, of which Job Armroyd is a specimen, Mr. Emery is unrivalled. The same may almost be said of Miss Foote, and it remains a mystery to us, who are not in the secrets of the profession, why an actress, so genuine and sympathetic, should be so seldom seen. The *Two Orphans*, at the Olympic, which is understood to be an exact translation from the French drama, *Les Deux Orphelines*, is too long by half, and overladen with unnecessary episodes. The Count and Countess are unmitigated bores, and no amount of talent on the part of their representatives, the genial Mr. Harcourt and the artistic (and Webster-like) Mrs. Viner, can make them otherwise than a nuisance. We cannot believe in a long run for the *Two Orphans* at the Olympic, and must regard its production as a managerial mistake, like *The Sphinx* at the Haymarket. But it has some powerful and well contrived situations, which "bring down the house" in thunders of applause. Indeed, though the absurdities, the impossibilities, and the stage necessities of the best of melodramas, make it inferior to a well constructed comedy, its appeals to human sympathy are occasionally very pleasant to witness. When Job Armroyd, in *Lost in London*, is "warm" on the scent of the wife he is searching after, when Henriette, in the *Two Orphans*, is about to find her lost sister, a frenzy of delight seizes upon the audience, or, at all events, upon the pit and gallery, and such clapping of hands ensues as neither Halliday, nor Offenbach, nor Lecocq could ever hope to excite. This may appear childish to the short-sighted lounger in the lobbies, but to any person whose emotions are not battened down by affectation, it is a pleasure to notice that charity and compassion are virtues still alive in the bosoms of the London lower classes, and that the gallery is not yet inoculated with the doctrines and theories of the "world of art and literature." If any ladies or gentlemen, intending to leave the world by a short cut, disgusted with its hollowness, will visit the *Two Orphans*, they will probably abandon the proposed expedition, and acquire an appetite for supper, if not from the interest of the story, at least from its length; and they will not forget to praise Miss Ernstone for her clever and hearty acting in the part of Henriette.

Many theatres have re-opened their doors this month, but they have, except in the cases we have alluded to, presented revivals of familiar plays, or *operas comiques*, which do not come within the scope of dramatic criticism. Miss Lydia Thompson, however, has produced, at the Charing Cross Theatre, a burlesque on *Bluebeard*, which has not, we believe, been played before in this country. We imagine that the public is little interested in the extensively advertised fact that Miss Thompson has been absent in America for six years, or that she intends to go back to that Eldorado. But *Bluebeard* is by far the best burlesque that has been seen in London since the old Strand days, and is, in spite of its excessive length, well worth a visit. Mr. Edouin, who comes from America, is clever, but Mr. Brough and Miss Kathleen Irwin, who represent the native talent, may be said to carry off the honours. Mr. Brough, as Bluebeard, is funny, even very funny, and there is a dry deliberation in his humour which is diverting in the extreme. Miss Irwin presents the unusual spectacle (in burlesque) of an actress who can be lively without being impudent, who possesses animation and "go," without the quality entitled "chic," and who can occupy herself with the business of the stage instead of picking out her friends in the audience. Altogether Miss Thompson may be congratulated on an entertainment which is a pleasant change after the eternal and wearisome opera bouffe.

NOTE.—The writer of the Reviews of Magazines in *Fun* has so misread our article of last month, or it may be that our awkwardness of expression has so misled him, that he charges us with laying it down as an axiom that the critics should praise what is popular, not what is good. This is a great, but doubtless an unintentional misrepresentation, for we have always insisted, and actually wrote in so many words last month, that the critic should be absolutely neutral between the public and the profession. But if the reviewer in question will refer to criticism on *Richard Cœur de Lion* in the *Observer* of the 27th September, and in the *Telegraph* of the 28th September, he will find that the theory, which he scouts with such just indignation, is upheld by some of the best known critics.

ANSWERS TO CORRESPONDENTS.

CHESS.

W. B. F., Bombay.—Thanks for your kind and courteous letter, any such communication is at all times welcome. Regarding the Problems that have puzzled you, we gave plainly enough in the printed solution of No. 407, White's play in reply to the defence of Kt at Q 4 takes Kt, for it is the main idea. 2 Q to K 5 ch. 3 Kt mates will be found to do the trick. The solution of No. 417 was printed wrongly; it should have been Q to K Kt 3, not K B 3. Q takes P will not do, because Black answers by P to K .

A. C. P.—You see we have done as you desire. There is no piece whatever at K R 4 on your diagram.

G. C. T.—Your Problems display considerable constructive ability, but are sadly lacking in style and finish. You should study such composers as F. Healey and J. B. of Bridport for a little while, and the effect on your compositions will be astonishing. Of those submitted to us, No. 10 is the best, and, with some alterations, might be published; but the others are too poor. No. 9 does not seem to have a solution at all if Black play 1 B to Q 4, and in No. 7 the Kt has too many moves at his disposal. Try again.

Repos.—Your Problems also are characterised by a great deal of skilful construction and afford promise of better things, but we would offer you the same advice as that to G. C. T.: study some good composer. The two mover is decidedly the best of the lot, and we shall endeavour to find room for it. The others are below our standard.

W. C. Cotton.—Thanks for the Problems, duly to hand. The four mover, however, is quite unworthy of you. Just look at the last two moves in the solution, 3 P takes R, 3 Q takes P, 4 Q takes Q mate.

F. W. L.—Good, as usual, and very acceptable.

C. Callander.—We are always glad to hear from you. Many thanks for the elegant Problems you send.

W. B. M.—Paper and Problems are both under consideration.

W. N., St. Neot's.—We are not disposed to take offence easily, but we occasionally wonder why you should adhere to an epistolary style that demands apologetic postscripts. The matters referred to shall be investigated, and your questions answered, next month. Your views of the B. C. A.'s award are shared by many other good judges.

WHIST.

J. X.—It is most improper to make any remark, sign, or gesture, intimating to your partner that the card he has played is not what you want. A moment's reflection should convince the most th ughtless that to do so might be equivalent to cheating, even if done unintentionally, and in the most perfect innocence. We cannot conceive it possible that any Club player would so far forget himself.

J. C. (*Revoke*).—Hearts led; Z, last player, plays spade Kv, which he thinks is trumps, and then leads out H A. Has he revoked?—*Ans.* In our judgment he has. He has not followed suit when he could, and he has led again, whether in his right turn or otherwise; and this, according to law 73, constitutes a revoke.

Alias.—Second hand with A, Q, 10, the card usually played is the Qn.

We are still without the new Edition of Cavendish. What are Messrs. De la Rue about?

Major K. (*The cut and the mis-deal*).—You will find our views on the subject at p 162 of Vol. III. They in no way accord with your own.

K. P. W. (*Scoring revoke*).—A B and C D are love all. A B win four by cards, but have revoked. C and D are two by honours. C and D elect to add three to their score. Do C and D win a treble or single?—*Ans.* C and D win a single. They get out by three for the revoke and two by honours, but the four tricks count before the honours, and when, therefore, they have won the game, their adversaries are at four.

C. P. (*2nd player*).—We never advised playing Qn 2nd hand, having Qn and another. Nor did we ever recommend playing the Knave in the same position, unless in either case it was to cover a high card. Nor have we the least idea when or where we have said anything that could have such meaning. We should prefer to be judged by our own words, and not by the distorted statements that we sometimes hear as expressions of our views at third or fourth hands. We have one friend who used to be the most outrageous player we ever saw, and when he did one of his wildest feats of strategy, and got scolded, he always replied that we "told him to do so."

Silex. (*Dealing*).—If your partner is dealing out of turn, or with the wrong cards, we think you are quite right to stop him. No man should deal out of turn or with the wrong cards. If he does so on purpose, surely it would be dishonest so to do, and there is no card law that necessitates you to be a party to a fraud. If your partner is making a mistake, he should be pleased to have it pointed out.

L. S. D. (*Dealing*).—The dealer has a right to stop his partner from taking up cards that do not belong to him preparatory to dealing, or whilst dealing.

S. Dieppe. (*Dummy leading out of turn*).—The same rules apply at Single Dummy as at Whist for the players against Dummy for leading out of turn. The cards improperly led may be treated as exposed, or a suit can be called from the proper player.

P. H. A.—Second player having Ace, Queen and another, original lead the 10. We should assume that the lead was from King, Knave, 10, and therefore play the Queen.

PIQUET.

Capt. P.—A cut must consist of at least two cards, and at least two must be left in the lower pack. Hoyle's Laws, by Capt. Piggot, 1810, say, if in cutting the player leaves only one card at the bottom, the dealer may shuffle the cards and have them cut again. The same rule appears in Hoyle, by Chas. Jones, 1779, and in Bohn's Handbook, law 15. Major A. says (16)—Two cards, at least, must be cut for deal. All the authorities, so far as we know, agree on the point, and there is a clear principle to govern the subject. It is a rule common to all games that a cut must consist of a trick, thus, at Whist, four cards must be cut, and at Piquet and Ecarté two.

The Westminster Papers.

1ST NOVEMBER 1874.

THE CHESS WORLD.

"The whisperings of our petty burgh."

Synopsis of the Chess Openings is the title of an unpretending little book, by Mr. William Cook, a member of the Bristol and Clifton Chess Association, recently published by Mr. Morgan. The plan and purpose of the work are too modest to call for exacting criticism, but in any case the principal variations in the Openings are so fully and clearly set forth in the tables, that criticism must necessarily run to praise. Mr. Cook has evidently been a painstaking student of modern Chess literature, and he has taken the further pains, which is too mechanical for most men, of diligently recording the fruits of his reading. It is, however, that very quality of taking pains which has enabled Mr. Cook to produce a book which, we venture to say, will prove the most successful Chess work that has been issued from the English press since the publication of Mr. Wormald's Treatise, eleven years ago.

A match exciting unusual interest, was played at the rooms of the City Club, on Friday the 23rd ult. In this contest twelve players representing the City yielded, separately, the large odds of a Knight to an equal number of players from the Bermondsey Working Men's Chess Club. The competitors on the City side, included most of the Chess notabilities of London, and, in the result, they defeated their opponents with a score of nine to three. The attendance of members and visitors was very large, and the meeting was a successful one in every respect. The following is the score :—

City of London.	Won.	Bermondsey.	Won.	City of London.	Won.	Bermondsey.	Won.
Ballard.	0	Holman	1	Lord	1	Hutchinson	0
Bird	0	Watts.	1	Lowenthal	1	Winyatt	0
Blackburne	1	Dawkins	0	Macdonnell	1	Monk	0
Boden	0	Dredge	1	Potter	1	Cooper	0
De Vere	1	Powell.	0	Steinitz	1	Huttley	0
Hoffer	1	Parker.	0	Zukertort.	1	Beardsall	0

A match between Messrs. Macdonnell and Wisker has been arranged, and was commenced on Thursday last. The stakes are £30 a side, and the player who first scores seven games will be the winner of the match. The games will be played, partly at Simpson's Divan, in the Strand, and partly, we believe, at the St. George's Chess Club. Both gentlemen being so widely known, the match it was supposed would be regarded with unusual interest throughout the entire Chess World. We may record that this intense excitement on the part of the public was shown on Thursday, for, at one time, including the waiter and the players, we counted actually present in the flesh, 11 persons. We give, on another page, the first game. Each of the players seemed to fancy that the other has a profound knowledge of the openings. Each, we think, is by this time disabused on that point. We cannot recall any match game between good players in which the early part of the game was so miserably played. We suppose, in racing language, the players had not settled down to their stride. The start was fixed for 12 o'clock, it ended in a draw, on the 71st move, at about 10 p.m. Whether this is intended as a trial of skill or endurance, we are not certain, for the particulars of the contract have not been forwarded to us.

For the curious position in the margin we are indebted to Captain Mackenzie. It is the invention of Herr Von Bilow, a problem composer of distinguished merit, and the question submitted to the reader is—White playing first, who wins? The ingenious author believes that White can draw.

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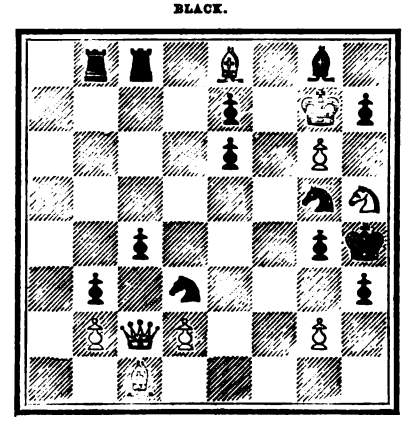


WHITE.

Messrs. W. T. and James Pierce will shortly publish a Supplement to their book of Chess Problems, containing corrections of all the imperfect positions in that work, and several problems hitherto unpublished. The problem by Mr. James Pierce, in the present number, is taken from the forthcoming work.

An effort is being made to establish a new Chess Club in Kentish Town. Any person residing in that locality, and desirous of assisting the promoters, should communicate with Mr. W. C. Howe, 22 Grafton Crescent, Kentish Town.

The *Figaro* states that negociations are pending for a match between Messrs. Bird and Green, the former player giving the odds of Pawn and move.

Sheriff Spens, of Hamilton, has wrested the West of Scotland Challenge Cup from Mr. Hunter, the late holder of that trophy. The Sheriff's victory has been singularly complete, for his adversary did not score a game.

The new work on the Chess Openings, upon which Mr. Staunton was engaged at the time of his death, is now in the printer's hands, and will shortly be published by Messrs. Virtue and Co.

If there is any sympathy "lying around loose" it would be charitable to bestow some of it upon Mr. Gossip, for that gentleman's feelings appear to need some solace in a great affliction. To account for Mr. Gossip's present unhappiness, it is only necessary to state that he has lately published a book. Every one we suppose will be able to appreciate the misery involved in that brief statement. In this instance, however, the ordinary pains of authorship have been aggravated by the circumstance that the book has been universally condemned by the critics, and the author is reduced to the extremity of quoting a solitary panegyric upon his "patience" as a set-off against the general denial of merit in his work. Under such circumstances, a little distemper would have been excusable, and we should not now refer to Mr. Gossip, but for the fact that, in the unreasoning anger excited by our unfavourable review of his book, he has thought fit to use a respectable name for the purpose of preferring a charge against Herr Zukertort, a charge so ridiculous that it would neither deserve nor receive attention if it proceeded from himself only, and in his present frame of mind. The subjoined letter from Herr Zukertort will, we have no doubt, be satisfactory to Mr. Owen.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—The Chess column of the *Hornet* contained, a short time ago, a statement, or rather, two, concerning a game between Mr. Owen and myself, which was published in the Papers, July 1874. First it was said, that *the editor was authorised, by Mr. Owen, to declare that the game was never played at all*, then follows the remark that *Mr. Owen did not recollect the game.* Had the editor not mentioned Mr. Owen, I should have passed over this attack, as I am insensible to blame or praise from Mr. Gossip. The game in question is the only one in which I encountered Mr. Owen, and was played on the 5th July 1872, at Mr. Hampton's house, in the presence of Mr. Hampton, Mr. Horsley, Capt. Kennedy, Herr Lowenthal, Mr. Medley and Mr. Puller, and was watched to the last move by Capt. Kennedy and Herr Lowenthal. I think Mr. Owen may now recollect the game.

Yours faithfully, J. H. ZUKERTORT.

We have received a circular, announcing the formation of a Chess Lending Library. The idea is a good one, and will doubtless tend to the advancement of the game, by bringing within the reach of Chess Players the works of the masters.

The *Stratégie* this month contains another letter from Signor Centurini, in which he states, that after complying with our request to re-examine the problems "Hoc Ardua," and "Where's the Master?" he is still of opinion that one of the problems in each of these sets is an imitation of a problem by Mr. Healey, published in 1861. In reply to Signor Centurini's question, why we do not publish the comments of the *Stratégie* upon these problems, we answer, that if he will point them out to us, we shall be happy to comply with his request, as a return for his polite attention to ours. These charges against some of the winners in the late problem tourney seem to call for investigation. A correspondent of the *New York Clipper* asks the editor to compare the "Best-two-Mover" with No. 263, page 45, of *American Chess Nuts.*

The *Dubuque Chess Journal* for September contains a portrait and biography of Mr. Shinkman, the well known American composer. Although only 27 years of age, Mr. Shinkman has composed over eight hundred problems.

Captain Mackenzie, at the request of General Congdon, desires us to publish the following letter. The object is to ascertain whether any, and if any, who, amongst our leading players, will fight for Europe in the proposed Congress :—

Philadelphia, October 1874.

TO THE CHESS PLAYERS OF EUROPE.

GENTLEMEN,—The Chess players of the United States desire to hold a grand International Chess Tournament, in Philadelphia, in conjunction with the Centennial Exhibition during July 1876.

The Tournament will hardly have the desired success, unless a number of the best players in Europe participate. We desire to ascertain what is the amount of prizes that will induce the strongest players in Europe to enter the lists.

As the funds for the Tournament will all be collected by subscription, the liberality of the American lovers of the noble game will undoubtedly be equal to the occasion, if they are satisfied that this Tournament will produce a real contest for the Championship of the World.

The time limit will be fifteen moves per hour, with the usual rules.

The first prize will consist of two-fifths of the amount subscribed.

The second prize will consist of two-fifths of the remainder.

The third prize will consist of three-fifths of the remainder.

The fourth prize will consist of three-fifths of the remainder.

The fifth prize will consist of the remainder.

The players who think it probable that they will enter the Tournament, are respectfully invited to address Mr. James Roberts, Athenæum, Philadelphia, U.S.A.

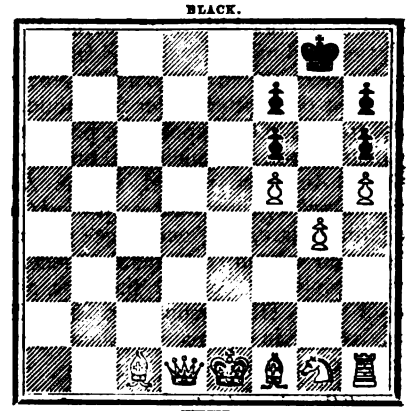
Other Chess Journals are requested to copy.

J. CONGDON, President A.M.C.A.
JAMES A. ROBERTS, Secretary, A.M.C.A.

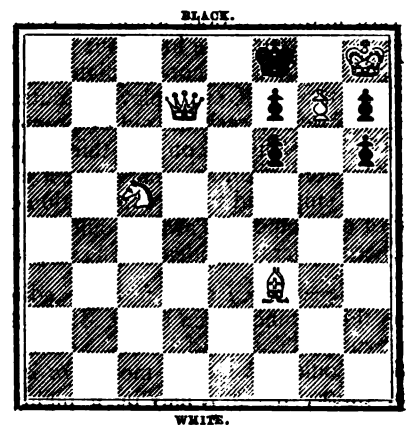
The *Maryland Chess Review* is an excellent magazine, and worthy of the support of all Chess players. The problem department is in good hands, the editor, Mr. Hanshaw, being a composer of known talent.

The Café International, long the head quarters of Chess in New York, has been removed from Chatham Square to more commodious premises, at 294 Bowery, and the proprietors have signalised the opening of the new establishment by organising a Handicap Tourney, open to all comers. Most of the leading players of New York and Brooklyn—among others Messrs. Barnet, Delmar, Mason, Dill, and the veteran Perrin, have entered the lists. Dr. Lindehn also, the well-known Swedish player, will take part in the tournament. We hope, in our next number, to place some of the games before our readers.

The problem branch of Chess is an exciting theme in Melbourne circles at present. The *Leader*, on the 30th May, reproduced, from Lewis's Treatise, where the solution is not given, the position quoted in the margin, and the editor asks his correspondents to suggest the position of the Black King when the mate is effected. The problem is the composition of the late Rev. H. Bolton, and appeared originally, we believe, in the *Palaméde*, with the conditions White to play and mate with the Knight's Pawn in fifty-one moves, without capturing any of the Black Pawns, or allowing any of them to move.



As it may please our Australian friends, we give the mating position in another diagram, and that those who have leisure for the purpose may know how it is produced, we give the *modus operandi* in a note at the foot of this page.*



The Melbourne players and composers have also been discussing the question of Problem Construction, more particularly in reference to positions which could not have arisen in play under the ordinary conditions and laws of the game. The controversy, so far as it has proceeded, is fairly set forth in a letter from Mr. Burns, the leading Chess player of Australia, and editor of the very ably conducted column in the *Melbourne Leader*. We gladly second Mr. Burns' expressed desire for the judgment of our problem composers and critics on the questions he has raised, and we shall be happy to afford them every facility for discussing the subject in THE WESTMINSTER PAPERS.

From a letter received as we go to press, from Mr. F. P. Portilla, we learn, with very sincere regret, of the death of a rising Problem composer, Mr. V. N. Portilla, of Mexico, who, for some years past, has been a regular contributor to these pages. Mr. Portilla was a young man of considerable promise, and resided in this country for four or five years, for the purposes of education.

PROBLEM CONSTRUCTION.

To the Editor of the WESTMINSTER PAPERS.

SIR,—As the subject of Chess Problems has been, at various times, discussed in your columns with great ability, and much light thrown by your correspondents on the rules to be observed in their construction, I take the liberty of bringing under their notice a question which has lately turned up here in connection with problems.

Some weeks ago the *Melbourne Australasian* republished, from your journal, a position, in which a Queen's Bishop stood on his third square, whilst neither the Queen's Pawn nor Queen's Knight's Pawn had been moved. In commenting upon this problem, Mr. Henderson, a colonial composer of considerable

* Black's best defences are so obvious, that it is only necessary to give the moves of White: 1 Kt to K B 3, 2 Kt to Q 4, 3 Kt to Q B 6, 4 Kt to Q 8, 5 B to K Kt 2, 6 K to B 2, 7 R to K sq, 8 Q to Q B 2, 9 Q to Q B 8, 10 R to K 2, 11 R to K 8 ch, 12 R to B sq, 13 Kt to K 6 double ch, 14 Kt to Q B 5, 15 B to Q R 3, 16 B to K B 3, 17 Q to Q 7 ch, 18 Q to Q 3, 19 Q to Q 6 ch, 20 Kt to K 4, 21 Q to K B 4, 22 K to K 3, 23 K to Q 4, 24 K to Q 5, 25 K to Q 6, 26 K to K 7, 27 K to B 8, 28 K to Kt 8, 29 K to R 8, 30 B to Q 6, 31 B to K 2, 32 B to B sq ch, 33 P to Kt 5 dis ch, 34 Q to B 3 ch, 35 Q to R sq ch, 36 B to R 3 ch, 37 B to Kt 2 dis ch, 38 B to B 3 ch, 39 Q to R 3 ch, 40 Q to R 5 ch, 41 P to Kt 6 dis ch, 42 Kt to B 5 ch, 43 Q to Q 5 ch, 44 Q to B 6 ch, 45 Q to Kt 6 ch, 46 Q to Kt 7 ch, 47 Q to Kt 8 ch, 48 Q to B 7 ch, 49 Q to B 8 ch, 50 Q to Q 7 ch, 51 P to Kt 7 mate.

merit, disqualified it, on account of the position being "impossible," and Mr. Bailey, a skilful problem analyst, reduced his award of marks for the same reason. In reply, the Chess editor stated that both were wrong, adding that "the old-fashioned notion, that of a problem being any portion of an actual game, has been quite given up in England." Not satisfied with this *dictum*, Mr. Bailey, in the *Leader* of the 30th May, brought the matter under the notice of colonial players, showing the consequences that would follow from the toleration of impossible positions by a *reductio ad absurdum*, in the shape of a problem of monstrous construction, in which the ordinary Chess laws were set at defiance. Mr. Catlow, a well-known player of South Australia, replied, in the *Leader* of the 13th of June, arguing that the position in question is not "impossible," inasmuch as it *might* have occurred in actual play, through a Pawn having been advanced to its eighth square, and exchanged for a Queen's Bishop, while the original Queen's Bishop might have been captured by an opponent's piece, without having been moved. At this stage another correspondent, "Chessplayer," entered the lists, and in a letter, published in the *Leader* of the 24th June, contended that both Mr. Henderson and Mr. Bailey were right, and that the position, though strictly speaking "possible," in the manner shown by Mr. Catlow, was yet "inadmissible" in a problem. I give his argument in his own words :—

"The invariable practice of every classical composer will bear me out in contending that the idea of a promoted Pawn entering into the composition of a problem cannot be for a moment entertained. If this were allowed, a door would be opened for the introduction of all sorts of solecisms. What, for example, would prevent some ingenious composer indulging in such conceits as two Bishops on the same colour, or three or more Bishops, Knights or Rooks, or two or more Queens on the board at one time? The æsthetic Chess faculty of every player is outraged by the mere suggestions of such barbarisms. And yet, if composers are allowed to seek the aid of promoted Pawns, any one of these novelties is quite as admissible as placing a Queen's Bishop on his third square, when neither of the Pawns on Kt 2 or Q 2 has been moved. I therefore maintain that correct taste, and the example of every composer of repute, alike require that the pieces employed in the composition of a problem should be limited by their normal conditions, and that the idea of promoted Pawns should be rigorously excluded. I am sure I shall command the support of all true Chess players in endeavouring to preserve in its classical purity this attractive department of the game."

Personally I differ from the editor of the *Australasian*, who, it will be seen, does not defend the position on the ground taken up by Mr. Catlow, for though I admit that problems need not necessarily bear any resemblance to end games, yet I hold it to be imperative that pieces should be on squares to which they could have been moved *in a legal manner*. A position, which violates one of the *fundamental laws* of Chess, though it may be a highly ingenious and instructive puzzle of another kind, clearly cannot be a *Chess* problem. I may add that I agree with "Chessplayer" as to the inadmissibility in the construction of problems of pieces which must originally have been Pawns to account for their abnormal position on the board, a practice which I think would be fatal to the beauty of these specimens of Chess strategy. Of course, by this I do not mean that a Pawn *in the course of the solution* may not be legitimately exchanged for a piece. But as a question of this nature cannot be authoritatively settled by the opinions of any number of colonial players, I should like to see it discussed in your influential journal, so as to elicit the views of European players, and thus establish some recognised rule for the guidance of composers in the future.

I am, yours faithfully, ANDREW BURNS.

MELBOURNE, 13th July 1874.

WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

PROBLEMS RECEIVED.

16. Errare humanum est.
17. Tempora mutantur.
18. L'essere sta nell' avere.
19. Combine.
20. Glückliche Reise!
21. Perhaps a name.
22. Bicolor campus.
23. My house is my castle.
24. A bird in the solitude.
25. Mes trois derniers.
26. Quid sum ego.

THE LIST FOR EUROPE AND NORTH AMERICA IS NOW CLOSED.

L'essere sta nell' avere.—The author of this set of problems will oblige by communicating with us privately, and in confidence.—ED. "WESTMINSTER PAPERS."

PROBLEMS.

PROBLEM No. 522.—By J. W. ABBOTT.

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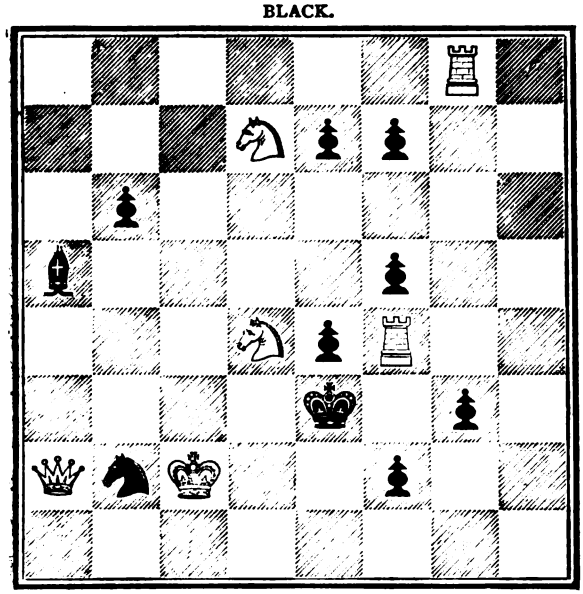

WHITE.

White to play and mate in three moves.

PROBLEM No. 523.—By F. HEALEY.

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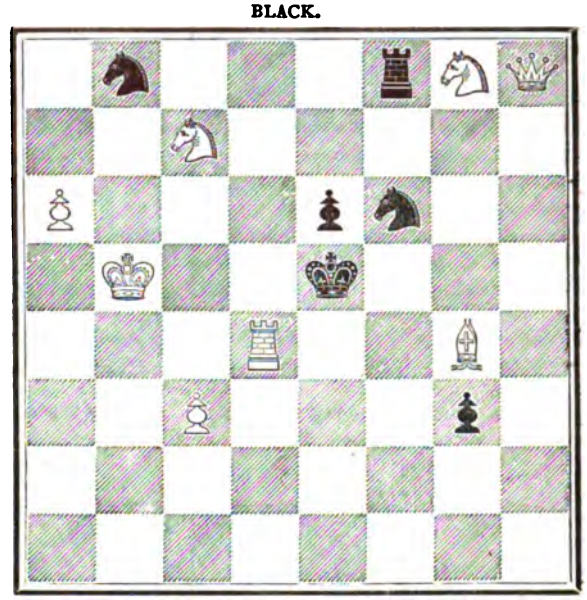

WHITE.

White to play and mate in three moves.

PROBLEM No. 524.—By J. PIERCE, Bedford.

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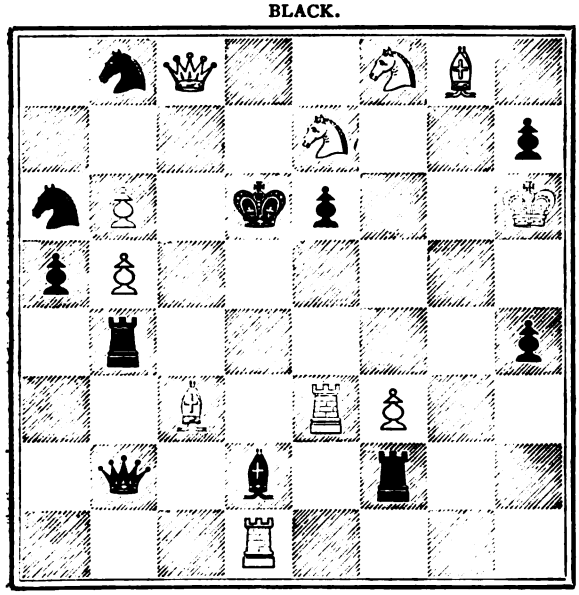

WHITE.

White to play and mate in three moves.

PROBLEM No. 525.—By A. CYRIL PEARSON.

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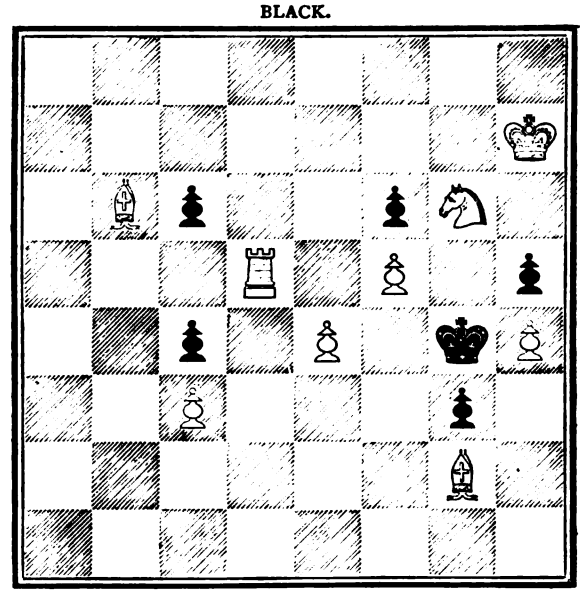

WHITE.

White to play and mate in four moves.

PROBLEMS.

THE WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

No. 526.
"Perhaps a name."

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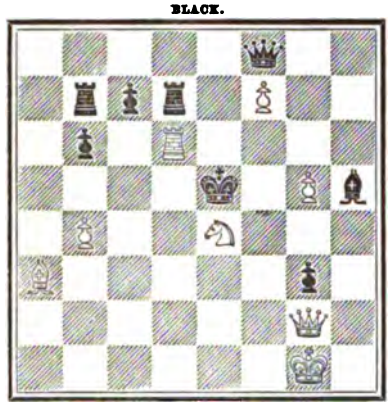


WHITE.

White to play and mate in three moves.

No. 527.
"Perhaps a name."

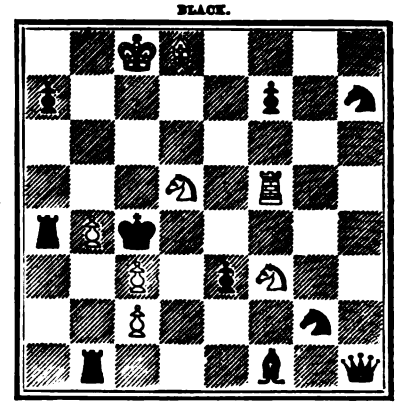
BLACK.

WHITE.

White to play and mate in four moves.

No. 528.
"Perhaps a name."

BLACK.

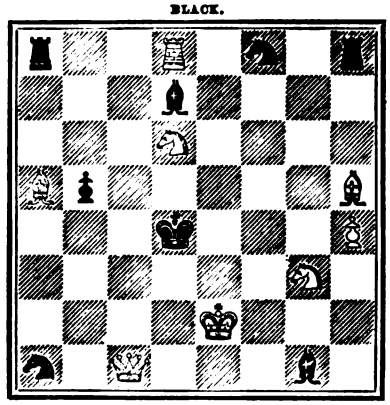


WHITE.

White to play and mate in four moves.

No. 529.
"Toujours pret."

BLACK.

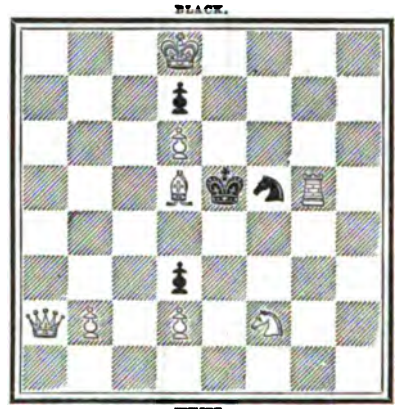


WHITE.

White to play and mate in three moves.

No. 530.
"Toujours pret."

BLACK.



WHITE.

White to play and mate in three moves.

No. 531.
"Toujours pret."

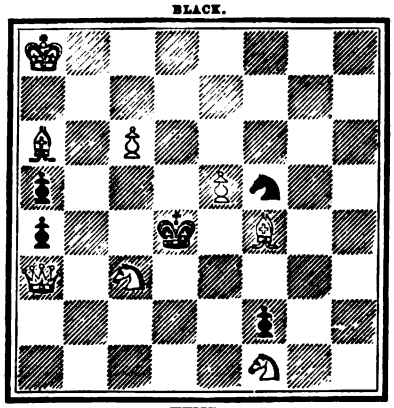
BLACK.

WHITE.

White to play and mate in three moves.

No. 532.
"Look before you leap."

BLACK.

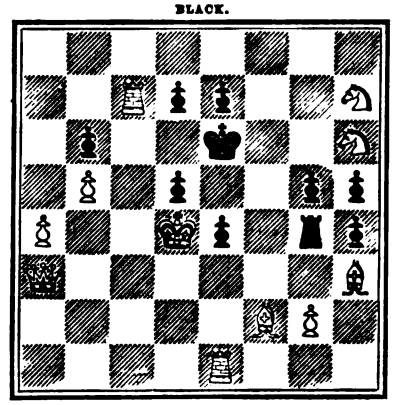


WHITE

White to play and mate in three moves.

No. 533.
"Look before you leap."

BLACK.

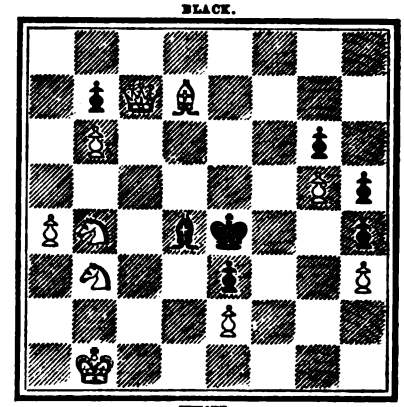


WHITE.

White to play and mate in three moves.

No. 534.
"Look before you leap."

BLACK.



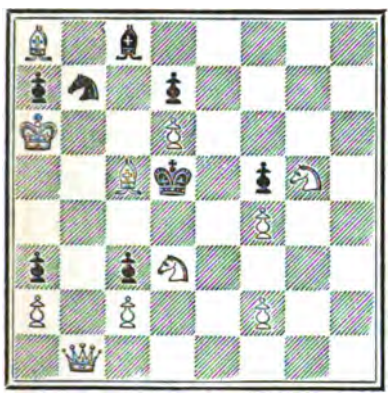
WHITE.

White to play and mate in three moves

PROBLEMS.

No. 535.—By F. H. Bennett.

BLACK.



WHITE.

White to play and mate in two moves.

No. 536.—By Charles A. Gilberg.

BLACK.

WHITE.

White to play and mate in three moves.

No. 537.—By Dr. Gold.

BLACK.

WHITE.

White to play and mate in three moves.

No. 538.—By J. N. Keynes.

BLACK.

WHITE.

White to play and mate in three moves.

No. 539.—By S. H. Thomas.

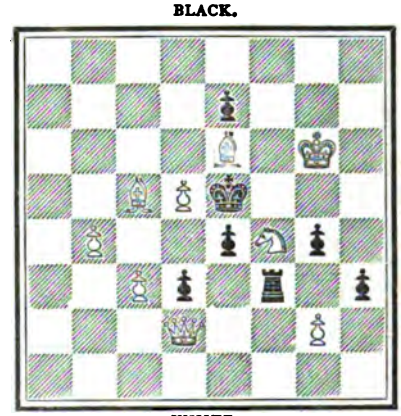
BLACK.

WHITE.

White to play and mate in three moves.

No. 540.—By C. W., of Sunbury.

BLACK.

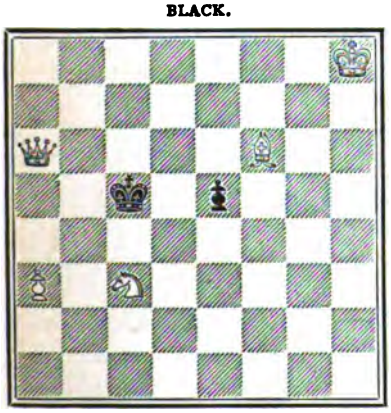


WHITE.

White to play and mate in three moves.

No. 541.—By G. B: Stocker.

BLACK.



WHITE.

White to play and mate in three moves.

No. 542.—By J. C. Romeyn, Rondont, N.Y.

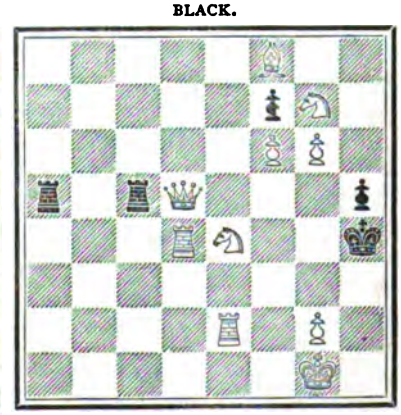
BLACK.

WHITE.

White to play and mate in four moves.

No. 543.—By Wm. Coates, Cheltenham.

BLACK.



WHITE.

White to play and compel self-mate in seven moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 286.

Remove White's Queen's Knight.

Berlin Opening.

White.	Black.
Herr Zukertort.	Mr. Beardsall.
1 P to K 4	1 P to K 4
2 B to Q B 4	2 K Kt to B 3
3 Q to K 2 (a)	3 P to Q 3 (b)
4 P to K B 4	4 B to K 2
5 Kt to K B 3	5 B to Kt 5
6 Castles	6 Castles
7 P to Q 3	7 Kt to Q B 3
8 P to Q B 3	8 Kt to Q R 4 (c)
9 B to Q Kt 5	9 P to Q B 3
10 B to R 4	10 P to Q Kt 4
11 B to Q B 2	11 Q to Q B 2 (d)
12 P to K R 3	12 B takes Kt
13 Q takes B	13 Q R to K sq
14 P to K Kt 4	14 P to K R 3
15 P to K Kt 5	15 P takes Kt P
16 P takes Kt P	16 Kt to R 2
17 P to Q Kt 4	17 Kt to Q Kt 2
18 Q to K R 5 (e)	18 Kt to Q sq (f)
19 B to Q Kt 3	19 P to K Kt 3 (g)
20 Q takes P ch	20 K to R sq
21 Q to R 5 (h)	21 P to Q 4 (i)
22 P takes P	22 P takes P
23 B takes P	23 Q to Kt 3 ch
24 K to Kt 2	24 Q to K Kt 3
25 Q takes Q (k)	25 P takes Q
26 P to K R 4	26 R takes R
27 K takes R	27 Kt to K B sq
28 P to Q R 4 (l)	28 P takes P
29 R takes P	29 Kt from B sq to K 3
30 R takes P	30 Kt to K B 5
31 B takes Kt	31 P takes B
32 P to Q 4	32 B to Q 3
33 R to Q 7	33 B to Kt sq
34 P to Q B 4 (m)	34 P to K B 6
35 P to R 5	35 B to Kt 6
36 B takes P	36 P takes P
37 P to Kt 6	37 Kt to K 3
38 R to R 7 ch	38 K to Kt sq
39 B to Q 5	39 B to R 5
40 P to B 5	40 B to B 3
41 P to B 6	41 B to Kt 2
42 P to B 7	Resigns

(a) A very favourable move in odds games, avoiding all book variations.

(b) 3 B to B 4, or 3 Kt to B 3 are better.

(c) This manœuvre loses time, and brings the Knight out of play, whilst the adverse Bishop remains very well posted.

(d) This and the 13th move of Black brighten the prospects of White's attack.

(e) White obtains a very powerful attack by this move.

(f) 18 Q to Q sq is better.

(g) The best course was 19 P to Q 4, 20 P takes P, 20 P takes P, 21 B takes P, 21 Q to Kt 3 ch, 22 K to Kt 2, 22 P to Kt 3, 23 Q to R 6, but even this was not satisfactory. If 19 Kt to K 3, White forces the game by 20 R takes P, 20 R takes R, 21 P to Kt 6, 21 R to B 8 ch, 22 K takes R, 22 Kt to B 3, 23 B takes Kt ch, &c.

(h) Far better than 21 B takes P.

(i) The only way to prevent the immediate loss threatened by 22 B takes P, and 23 P to Kt 6.

(k) Better than 25 B takes P, 25 Q takes Q, 26 B takes Q, 26 R takes R, 27 K takes R, 27 R to B sq ch, and 28 B takes P.

(l) This wins the third Pawn, and so decides the game against any play.

(m) If 34 P to R 5, 34 P takes P, 35 P to Kt 6, 35 Kt to K 3, 36 B takes Kt, 36 R takes B, 37 R to Q 8 ch, 37 K to Kt 2, 38 R takes B, 38 R to Q B 3, with a good chance to draw the game.

GAME 287.

Remove White's King's Knight.

Centre Gambit.

White.	Black.
Mr. De Vere.	Mr. Powell.
1 P to K 4	1 P to K 4
2 P to Q 4	2 P takes P
3 B to B 4	3 Q to B 3 (a)
4 Castles	4 Kt to Q B 3
5 P to K B 4	5 B to B 4
6 K to R sq	6 Q to K 2
7 P to K 5	7 P to Q 3
8 P takes P	8 Q takes P
9 P to B 5 (b)	9 Kt to K B 3
10 B to K B 4	10 Q to Q sq
11 B to K Kt 5	11 P to K R 3
12 R to K sq ch	12 Kt to K 2
13 B takes Kt	13 P takes B
14 Q to R 5	14 R to R 2
15 Kt to Q 2	15 B to Q 3
16 P to K Kt 4	16 Q to Q 2
17 Kt to K 4	17 B to K 4
18 K to Kt sq (c)	18 Q to Q B 3 (d)
19 B to Kt 3	19 P to Q Kt 3
20 P to K Kt 5	20 B to Kt 2
21 P takes B P	21 B takes B P
22 B to R 4 (d)	22 R to Kt 2 ch
23 K to B sq (e)	23 B to R 3 ch
24 K to B 2	24 P to Q Kt 4
25 Q takes R P	25 Castles
26 Q takes B	26 Q takes Q
27 Kt takes Q	27 Kt takes P
28 B to Kt 3	28 Kt to K R 5
29 R to K Kt sq	29 R to K Kt 3
30 R takes R	30 P takes R
31 B to K 6 ch	31 K to Kt 2
32 K to Kt 3	32 P to Kt 4
33 Kt to K 4	33 P to Q 6 (f)
34 Kt to Q B 5 ch	34 K to Kt 3
35 Kt takes Q P	35 B to Kt 2
36 R to K B sq	36 B to K 5
37 R to B 6	37 P to Q B 3
38 K to Kt 4	38 R to Q 5
39 K takes P	39 Kt to B 6 ch
40 R takes Kt (g)	40 B takes R
41 P to K R 4	41 R to Q 3
42 B to B 5	42 R to Q sq
43 P to R 5	43 R to K Kt sq ch
44 B to Kt 6	44 B to K 5
45 K to B 6	45 R to K R sq
46 K to Kt 7	Resigns (h)

(a) Certainly not advisable.

(b) The first move of a long attack, which is conducted by Mr. De Vere in a very fine style.

(c) Very judicious.

(d) This queening illustrates a feature in the play of odds receivers: to lose time by useless manœuvres with the Queen. Black played his Queen six (!) times.

(d) Again very well played.

(e) Finely played: inducing the opponent to bring his Bishop out of play by a useless check.

(f) The only way to save the more important Kt Pawn.

(g) The sacrifice of the exchange is very judicious. The advance of the passed R Pawn, protected by the White King, gives White a fair chance to win.

(h) If 46 B takes B, 47 P takes B, 47 R to R 7, 48 K to B 8, &c.

GAME 288.

Played at Walpole House, Thorpe, next Norwich, 21st September 1874.

Centre Gambit in King's Knight's Opening.

White.	Black.
Mr. Howard Taylor.	Mr. Boden.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 P to Q 4 (a)
3 P takes P	3 Q takes P
4 Kt to B 3	4 Q to K 3
5 B to Kt 5 ch	5 B to Q 2 (b)
6 Q to K 2	6 B to Q 3
7 B to B 4	7 Q to B 4
8 P to Q 4	8 Kt to Q B 3
9 P takes P	9 Kt takes P
10 Kt takes Kt	10 Q takes Kt
11 B to K 3	11 Kt to B 3
12 Castles Q R	12 Castles K R
13 P to K R 3	13 B to B 3
14 Q to B sq (c)	14 P to Q Kt 4 (d)
15 B to K 2	15 P to Kt 5
16 Kt to Kt sq	16 P to Q R 4
17 B to B 3	17 B takes B
18 P takes B	18 P to R 5
19 Q to Kt 2 (e)	19 P to R 6
20 P takes P	20 P takes P
21 B to Q 4	21 Q to B 5 ch
22 R to Q 2 (f)	22 Q R to Kt sq
23 R to Kt sq	23 P to Kt 3
24 Kt to B 3	24 P to B 4 (g)
25 Kt to K 2 (h)	25 P takes B (i)
26 Kt takes Q	26 B takes Kt
27 K to Q sq	27 Kt to Q 4
28 K to K 2 (k)	28 K R to K sq ch
29 K to Q 3	29 Kt to Kt 5 ch (l)

And Mr. I. O. Howard Taylor resigned.

(a) Mr. Boden chooses, I think, an irregular and inferior, but less known answer, to obtain a position where his skill and judgment decide, not book knowledge,

(b) Well played; if 5 P to B 3, White would answer with advantage 6 B to R 4, followed up by 7 B to Kt 3.

(c) Weak; 14 K R to Kt sq was the proper answer.

(d) The beginning of an attack, which is conducted by Mr. Boden, to the end, with his usual skill and ability.

(e) Black's attack is so far advanced that this attempt of a counter attack must precipitate defeat.

(f) If 22 B to K 3, Black replies by 22 Q to Q Kt 5.

(g) The deadly stroke.

(h) If 25 B to K 3, Black wins by 25 Q to Q Kt 5, 26 R takes B, 26 Q takes Kt, 27 K to Q sq, 27 R to Kt 8 ch, 28 K to K 2, 28 Q takes Q B P ch, 29 R to Q 2 best, 29 Q to B 5 ch, 30 R to Q 3, 30 R to Kt 7 ch, 31 B to Q 2, 31 R to K sq ch, and Black mates on the next move.

(i) Beautifully played; the sacrifice of the Queen is perfectly sound and decisive. The preceding attack and the finish are conducted by Mr. Boden in the highest style.

(k) To prevent the mate in three moves, which Black threatened by Kt to B 6 ch. If 28 R to Q 3, Black forces the mate by:—

28 K R to K sq

28 R to Kt 8 ch would, of course, also win the game, but not so quickly, *e.g.*—28 R to Kt 8 ch, 29 K to K 2, 29 R to K sq ch, 30 R to K 3, 30 B takes R, 31 R takes R, 31 Kt to B 5 ch, 32 K to B sq, 32 Kt takes Q, 33 K takes Kt, 33 B to R 3, &c.

29 P to B 4	29 R to Kt 8 ch
30 K to B 2	30 R to Kt 7 ch
31 K to Q sq	31 Kt to B 6 ch
32 R takes Kt	33 P takes R

and White cannot prevent P to B 7 check mate.

(l) Wherever the King goes, Black captures the Rook, and then wins easily.

GAME 289.

Played by correspondence between Mr. W. H. Hotchkin, of Watertown, and Mr. J. C. Romeyn, of Rondont. Concluded 30th May 1874.

Evans Gambit.

White. Mr. Hotchkin.	Black. Mr. Romeyn.
1 P to K 4	1 P to K 4
2 Kt to K B 3.	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Kt 4	4 B takes P
5 P to B 3	5 B to R 4
6 P to Q 4	6 P takes P
7 Castles	7 P takes P
8 Q to Kt 3	8 Q to B 3
9 P to K 5	9 Q to Kt 3
10 Kt takes P	10 K Kt to K 2
11 Kt to K 2	11 P to Kt 4
12 B to Q 3	12 Q to K 3
13 Q to Kt 2	13 Kt to Kt 3
14 Kt to B 4	14 Kt takes Kt
15 B takes Kt	15 P to Q R 3 (a) (A)
16 B to Kt 3	16 B to Kt 2
17 Q R to B sq	17 B to Kt 3 (B)
18 K R to Q sq	18 Kt to K 2
19 Kt to Q 4 (C)	19 B takes Kt
20 Q takes B	20 Q to Q 4
21 Q takes Q	21 Kt takes Q
22 B to K 4	22 P to Q B 3
23 P to B 4 (D)	23 Kt to K 2 (1) (E)
24 R to Q 6 (b)	24 Castles Q R (2)
25 B to K R 4	25 Q R to K sq (F)
26 Q R to Q sq	26 Kt to Q 4
27 B to B 5 (G)	27 R to K 3
28 B takes R	28 Q P takes B
29 P to Kt 4	29 R to K sq
30 B to Kt 3	30 Kt to B 6
31 Q R to Q 3	31 Kt to K 5
32 K R to Q 4	32 P to Q B 4
33 R to Q 7	33 P to B 5
34 R to Q sq	34 R to K B sq
35 B to B 2	35 B to Q 4
36 R to K 7 (H)	36 K to Kt sq
37 B to R 7 ch	37 K to R sq
38 B to Kt 6 (I)	38 P to Kt 5
39 R to Kt sq	39 P to Kt 6
40 P takes P	40 P takes P
41 R to B 7	41 K to Kt sq
42 B to R 5	42 Kt to Q 7
43 R to Kt 2	43 Kt to B 6 ch
44 K to B sq	44 Kt to Q 5
45 K to K sq	45 P to K Kt 4 (!)
Resigns (K)	

(a) Andersen says this is the only move at this juncture for Black. We believe B to Kt 2 at once is much stronger.

(1) This move was made with the view of preventing the doubling of Black's Pawns.

(b) If P to B 5, 24 P to B 3 gives Black a good game.

(2) We believe this move to be sound. To be sure, it allows White to gain the exchange, but the resulting position we consider favourable to the defence.

(A) 15 P to K R 3, followed by 16 P to Q R 3, is the best course.

(B) Injudicious; the Bishop ought to remain at R 4, to prevent the establishment of an adverse Rook in the King's file.

(C) This move deprives White of any chance, as it leads immediately to the exchange of Queens.

(D) White ought to exchange at once, doubling the opponent's Pawns, and obtaining an end-game with Bishops of different colours.

(E) Extremely weak, and placing the Knight on a most unfortunate square. 23 Kt to K 6, 24 R to Q 3, 24 Kt to B 5 would provide Black with a fine game.

(F) 25 K R to K sq was not satisfactory, but still the safer course.

(G) White could here simply obtain a draw by 27 B takes Kt, 27 P takes B, 28 R to Q B sq ch, 28 B to B 3 best, 29 R takes P at Q 5, 29 K to Kt 2, 30 R to Q 2.

(H) Why not 36 R to R 7? If then 36 B to Kt 2, 37 B to K 3, followed up by 38 P to Q R 4.

(I) White chooses the worst square for his Bishop; 38 B to K 3 wins a Pawn.

(K) White's Pawns on the King's side are now also perfectly rooted. If 46 P takes P, 46 Kt to B 6 ch, 47 K to Q sq, 47 Kt takes K P, 48 K to B sq, 48 Kt to B 6, &c.

GAME 290.

Played by correspondence between Mrs. J. W. Gilbert, of Hartford, and Mr. J. C. Romeyn. Began 24th January 1874.

Philidor's Defence.

White. Mr. Romeyn.	Black. Mrs. Gilbert.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 P to Q 3
3 P to Q 4	3 P takes P
4 Q takes P	4 B to Q 2
5 B to K 3	5 Kt to K B 3
6 Kt to B 3	6 B to K 2
7 B to Q B 4	7 Kt to B 3
8 Q to Q 2	8 Kt to K 4
9 Kt takes Kt	9 P takes Kt
10 Castles K R (A)	10 Castles
11 P to B 4	11 B to B 3
12 B to Q 5	12 B takes B
13 P takes B	13 B to Kt 5 (a)
14 P takes P	14 B takes Kt
15 P takes B	15 Kt takes P
16 B to B 5	16 R to K sq
17 Q R to Q sq	17 P to Q B 3 (B)
18 P to B 4	18 Kt to Kt 3
19 Q to B 4	19 Q to B 2
20 R to Q 3	20 Q R to Q sq (C)
21 B to Q 6	21 Q to Q 2
22 Q R to K B 3	22 P to K R 3 (D)
23 P to B 5	23 Kt to Q 4
24 Q takes P ch	24 Q takes Q
25 R takes Q	25 Kt to K 6
26 K R to B 4	26 P to Q Kt 4
27 R takes R P	Resigns.

(a) Bad. P to K 5 would have given the defence a very secure game.

(A) Anderssen Castles in this opening on the Queen's side.

(B) If 17 R takes P, White wins, of course, by 18 P to B 4.

(C) If 20 Q takes P, White forces the game by 21 Q takes P ch, 21 K to R sq, 22 B to Q 4, 22 Q to Kt 4, 23 R to K Kt 3.

(D) There is nothing to be done; if 22 P to B 3, White simply proceeds with 23 P takes P.

GAME 291.

Ruy Lopez.

Played at the Leeskabinet in Rotterdam, the 26th of May 1874.

White. Mr. G. Macdonnell.	Black. Heer Dupre.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 Kt takes P
6 P to Q 4	6 P to Q Kt 4
7 B to Kt 3	7 B to K 2 (a)
8 P takes P	8 Castles
9 Kt to B 3	9 Kt to B 4 (b)
10 B to Q 5	10 B to Kt 2
11 B to K 3	11 Kt to K 3
12 Kt to K 4	12 P to R 3 (c)
13 Q to Q 2	13 P to Q 3
14 P takes P	14 B takes P
15 B takes R P	15 R to Kt sq (d)
16 B takes P	16 Kt takes B (e)
17 Q to R 6	Resigns (f)

(a) This course is by no means advisable; the usual move 9 P to Q 4 gives Black an even game.

(b) 7 Kt takes Kt, 10 P takes Kt, 10 B to Kt 2, 11 B to K 3, 11 Kt to R 4 avoided an overwhelming attack.

(c) Suicidal: from this point I think Black's game past redemption.

(d) If Black take the Bishop, White wins by force, *e.g.*:—

	15 P takes B
16 Q takes P	16 B to K 2
17 Q R to Q sq	17 Q to K sq
18 Kt to Kt 5	18 Kt takes Kt
19 Kt takes Kt	19 B takes Kt
20 Q takes B ch	20 K to R sq
21 R to Q 3 and forces the mate.	

(e) If 16 K takes B, White wins the sacrificed piece back by 17 Q to B 3 ch.

(f) Mate or loss of the Queen cannot be avoided. Heer Dupré does not play this game with his usual skill.

GAME 292.

White. Mr. Wisker.	Black. Mr. Macdonnell.
1 P to Q 4	1 P to K 3
2 P to Kt 3	2 P to K B 4 (a)
3 B to Kt 2	3 Kt to K B 3
4 P to Q R 3	4 B to K 2 (b)
5 P to Q B 4	5 Castles
6 Kt to Q B 3	6 P to Q 4
7 Q to Q 3 (c)	7 K to R sq (d)
8 Q B to K B 4 (e)	8 K Kt to K 5
9 R to B sq	9 P to Q B 3 (f)
10 Kt to K R 3	10 Kt to Q 2
11 Castles	11 P to K Kt 4 (g)
12 B to K 3	12 B to B 3
13 P to B 3	13 Kt takes Kt
14 R takes Kt	14 P takes P (h)
15 R takes P	15 Kt to Kt 3
16 R to Q B 2	16 Kt to Q 4
17 B to B sq	17 Kt to B 2
18 R to Q sq	18 Kt to Kt 4
19 P to K 3	19 P to K R 3
20 P to B 4	20 Kt to B 2
21 P to K 4	21 B to Kt 2
22 Kt to B 2	22 B to Q 2 (i)
23 P to Kt 3	23 Q to K 2
24 R to K 2	24 Q to B 2
25 B to Q R 3 (k)	25 K R to Q sq
26 Q to B 4	26 P to Kt 4
27 P takes P	27 Kt takes P
28 B to B 5	28 B to K sq
29 B to R 3	29 P to K 4
30 P to Q 5	30 P takes Q P
31 R takes P	31 R takes R
32 P takes R	32 R to B sq
33 Kt to K 4 (l)	33 P to Kt 5
34 P takes P	34 P takes Kt
35 P to Kt 5 (m)	35 B to R 2
36 B to K 6	36 Q to Kt sq
37 P takes P	37 B takes P
38 P to Q Kt 4	38 Kt to Q 5
39 R takes P	39 Kt to K R 6 ch (n)
40 K to Kt 2	40 Kt to Q 7
41 Q to R 6 (o)	41 B takes B (p)
42 R takes P	42 B takes P ch
43 R takes B	43 Q to B 3
44 Q takes Q	44 R takes Q
45 R to Q 8 ch	45 K to R 2
46 R to Q 7 ch	46 K to Kt 3
47 R takes P	47 Kt to K 5
48 B to K 7	48 R to B 7 ch
49 K to B 3	49 Kt to Q 7 ch
50 K to K 2 (q)	50 Kt to Kt 6 dis ch
51 K to Q 3	51 R takes P
52 K to B 4	52 Kt to Q 7 ch
53 K to Q 5	53 R to R 4 ch
54 K to B 6	54 Kt to Kt 6
55 R to Q 7	55 B to K 6
56 R to Q 3	56 Kt to Q 5 ch
57 K to B 7	57 B to B 7
58 R to Q 2	58 B takes P ch

59 K to Kt 6, and the game, at the 71st move, was given up as drawn.

Notes by a New Hand.

(a) As Black intends to play P to Q 4 the move in the text weakens his centre.

(b) Either Black should play P to Q 4 at once, or never.

(c) An eccentric move, and not to be followed. Why not P to Kt 3?

(d) We fail to see the object of this move. It was more to the purpose to develope the forces on the Queen's side.

(e) The development of the Queen's Bishop in close openings on Kt 2 or B 4 is now abandoned in favour of the former square.

(f) P to Q B 4 is the only move.

(g) The opening on both sides is deplorable. Black now undertakes a premature attack.

(h) Why not P to B 4. The last chance.

(i) At last.

(k) Forcing Black to make a good move.

(l) A blunder, which ought to lose the game. White evidently overlooked the answer, P to Kt 5.

(m) R to K B 2 is worthy of attention.

(n) Black overlooks a simple continuation, which would leave him a Rook ahead. 39 B takes B, 40 P takes B, 40 Kt takes B P ch, 41 K moves, 41 Kt to Q 7.

(o) A very fine move, which gives White a good chance of a draw.

(p) The best chance to win the game is now Kt takes R, B takes B, Q takes B, Q takes B ch, Q to R 2.

(q) Why not K to Kt 4?

(r) A blunder, which cannot, however, alter the result.

OUR PROBLEMS REVIEWED.

No. 509, by G. E. CARPENTER.—This problem admits of two solutions, as pointed out by W. Nash and W. J. N. B. H. J. C. A., J. N. K. and G. B. Stocker send author's solution whilst T. R. H. sends the second solution.

No. 510, by C. A. GILBERG.—"A fine and difficult problem," H. J. C. A.—"Pretty, but obvious, the threatened check points the way," W. Nash.—"Very good," W. J. N. B.—"Pleasing, and good variations," T. R. H.—"The threatened check with the Black Rook spoils this problem," J. N. K. "My first idea was Q to R 8, my second the answer," G. B. S.

No. 511, by P. T. DUFFY.—This problem can be solved in three moves, as pointed out by W. Nash, H. J. C. A., G. B. S., T. R. H. and L. Centurini.

No. 512, by J. A. DOUGLAS.—"Brilliant and ingenious," H. J. C. A.—"Exceedingly pretty and ingenious, but very easy," W. Nash.—"A circular tour, rather pretty," T. R. H.—"Well constructed, but very easy," J. N. K.—"Well worked, pretty and interesting, the best in the number," G. B. S. W. J. N. B., however, points out that if White play 4 Q to R 2, the mate is shortened by one move.

No. 513, by G. E. BARRIER.—A White Pawn at K B 2 was, unfortunately, omitted from the diagram.

No. 514, by A. TOWNSEND.—"Good," H. J. C. A.—"Rather weak," W. Nash.—"Why is White's other Rook not on the board?" T. R. H.—"Much ado about nothing," W. J. N. B.—"Fair," J. N. K.—"Wants weeding," G. B. S.

No. 515, by Dr. GOLD.—"Very good," H. J. C. A.—"Ingenious," W. Nash.—"Good," T. R. H.—"Fair," J. N. K.—"Fair," G. B. S.—"Very neat," W. J. N. B.

No. 516, by W. C. COTTON.—Very flimsy, the weakest in the number." H. J. C. A.—"Childish," W. Nash.—"Much too obvious," T. R. H.—"Poor," J. N. K.—"Very poor," W. J. N. B.—"Neat, but very easy," G. B. S.

517, by D. CLARK.—"Neat and pleasing," H. J. C. A.—"Very tame, as usual," W. Nash.—"Awkward, and not equal to his usual form," T. R. H.—"Altogether devoid of interest," J. N. K.—"Seen at a glance," W. J. N. B.—"Easy; the idea is good, but not sufficiently well worked," G. B. S.

No. 518, by G. B. STOCKER.—"Very pretty," H. J. C. A.—"Neat, and well expressed," J. N. K.—"Ingenious, but Black is much too inferior in strength," T. R. H.—The above send the author's solution, but W. Nash and W. J. N. B. send another, as well as the author's, beginning 1 B to K 4, &c.

No. 519, by C. CALLENDER.—"Elegant and interesting," H. J. C. A.—"Very pretty and ingenious, but not difficult," W. Nash. T. R. H. puts down the first move correctly, but says, in a foot note, "My supposed solution requires five moves." "Pretty," W. J. N. B.—"A clever composition, but rather uninteresting," J. N. K.—"A very good problem," G. B. S.

No. 520, by F. W. LORD.—"Excellent in all respects," H. J. C. A.—"A most beautiful and subtle conception, one of the hardest nuts I ever solved," W. Nash.—"Very pretty, but marred by a dual solution in one variation," W. J. N. B.—"Great care has evidently been bestowed on this excellent position, and the variations are exact," G. B. S.

No. 521, by J. MENZIES.—"The idea is good, but lacks finish, as duals might have been avoided," H. J. C. A.—"It is not very easy to go wrong with this problem," W. Nash.—"Very ingenious, but unsound," J. N. K.—"Neat, but spoilt by duals," W. J. N. B.—"Interesting, but easy, the isolated Pawn tells a tale," G. B. S.

SOLUTIONS OF PROBLEMS,

No. 509.

See Problems Reviewed.

No. 510.

1 Q to K Kt 7	1 R takes P ch
2 Q takes R ch	2 P takes Q
3 Kt mates	

The variations can be easily worked from the above.

No. 511.

See Problems Reviewed.

No. 512.

1 Q takes P	1 B to Q 2
2 Q to K R 7 ch	2 P interposes
3 B to K B 6	3 Kt to Q 7
4 Q to R sq ch	4 Kt interposes
5 Q to Q Kt sq ch	5 P interposes
6 Q to Q Kt 7 ch	6 R takes Q
7 Kt mates	

No. 513.

See Problems Reviewed.

No. 514.

1 R to K B 8	1 Aught
2 Mates accordingly.	

No. 515.

1 Kt to K B 6	1 Aught
2 Mates accordingly	

No. 516.

1 Kt to Q Kt 6	1 P to Q 4
2 R takes R ch	2 R takes R
3 K mattes	

No. 517.

1 R takes P	1 B takes B
2 K Kt to Q 5 ch	2 Kt takes Kt
3 R mates	

No. 518.

See Problems Reviewed.

No. 519.

1 Q to B 7	1 B to R 8
2 P to K 4 ch	2 B takes P
3 B to Q B 3	3 Aught
4 Mates	

If 1 B to B 4

2 P to Q 3, &c.

No. 520.

1 B takes P	1 P Queens
2 R takes Q	2 K takes Kt
3 B to B 2	3 Aught
4 Mates	

No. 521.

1 Kt to Kt 2	1 P moves
2 B to K 3	2 P moves
3 Kt to K B 4	3 P takes Kt
4 B to K B 3	4 P takes B
5 B to Kt 2	5 R mates

The Kt, however, may be played K B 5 for White's first move.

ANSWERS TO CORRESPONDENTS.

L. J. M. (Shanghai.)—The law is very clear on the point: "When the King is moved, as a penalty, the player cannot Castle on that move."

G. SCHNITZKI (Dusseldorf).—Mr. Healey's position is not quite the same as the one in the *Handbuch*. The addition of the B at K R 5 alters the idea, and, of course, the solution.

J. P. (Bedford).—Thanks for the problem. We are glad to know that you do not countenance Mr. Gossip's proceedings. That gentleman's desolate condition is becoming quite pitiable.

W. NASH (St. Neots).—Many thanks for your courteous letter. Your remarks concerning problems 485 and 497 appear to be correct, and we regret they were not noticed in the proper place, but the omission was due to pressure of time, which was also the cause of the other errors you mention.

F. H. BENNETT (Leeds).—Very good, and very acceptable.

J. G. B. (Hartford).—Letter and carte to hand. We shall write at length by next mail.

G. C. T. BROOK.—Thanks for the game, which shall be examined, and duly reported upon.

T. W. L.—We can see no mate if Black play 1 K takes Kt. There seems to be a mistake somewhere.

G. E. B.—Thanks for your excellent problem, but it can, unfortunately, be solved by 1 R to K 4, &c.

G. B. S.—Problems and reviews duly received. We are glad to see you join our band of critics. The 20th of each month is our limit.

W. COATES.—The problem is, indeed, a difficult one, and we agree with you in thinking that it will be a nut for our reviewers.

J. N. K.—Problems received, with thanks.

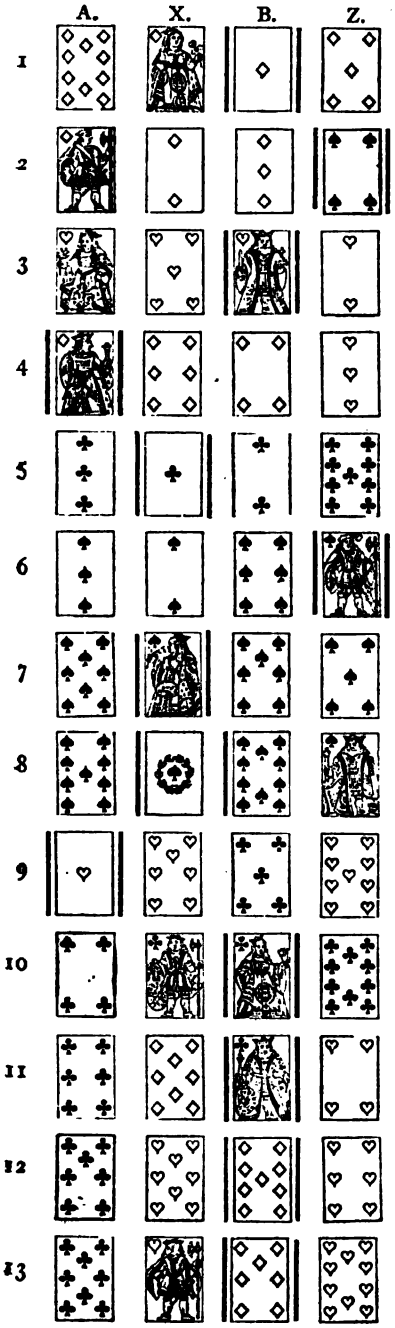
G. C. T.—Thanks for the correspondence game, but our examiner reports that it is not strong enough for our pages.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

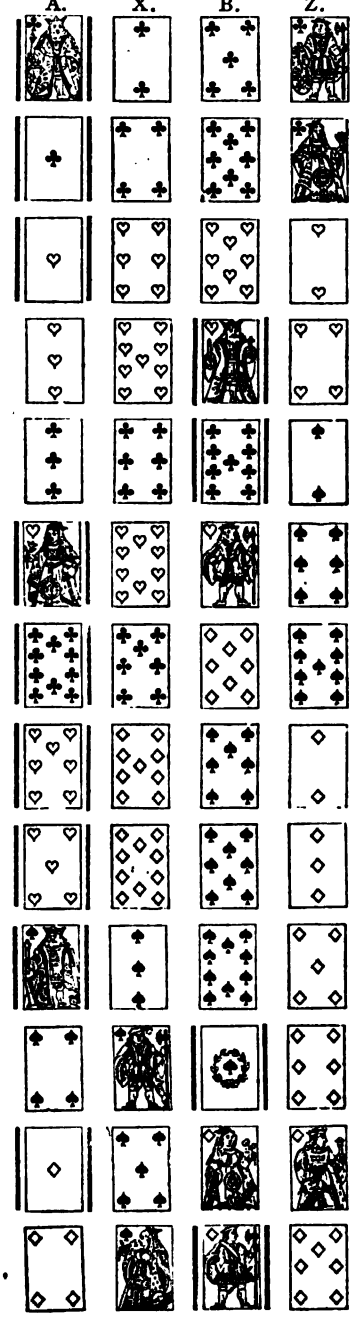
HAND No. 198.

Played at the Westminster Chess Club.
Score love all.
Z turns up Spade King.



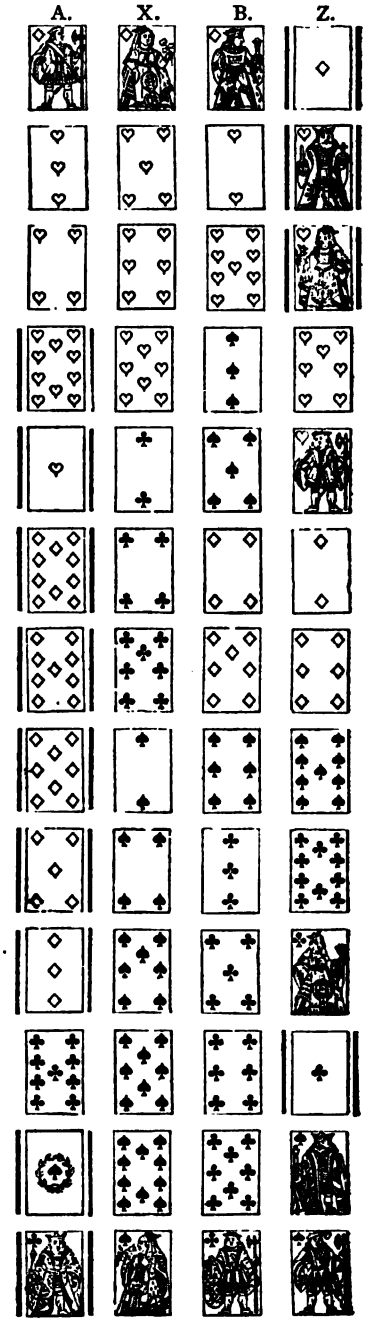
HAND No. 199.

Played at Nassau, Bahamas.
Score love all.
Z turns up Club Queen.
A's Hand.—Clubs Ace, King, 10, 3; Hearts Ace, Queen, 7, 5, 3; Spades, King, 4; D. Ace, 4.



HAND No. 200.

Score A and B 2, X and Z 3.
A to lead. Z turned up Hearts Knave.



HAND No. 198.

NOTES.—This hand was played in our presence, and, as an example of how not to do it, we think we have not seen its equal. If X and Z had combined to play their worst we cannot think they could have been more successful. Trick 1.—Why, with 4 Diamonds, Z covers the 10, we do not know. Trick 2.—The natural inference from X's play should be, that 10 was the highest card in A's hand, and that the Kg was in X's. Z, however, fails to take any notice of this supposition. Trick 4.—Z, having now ascertained that the 10 was led from Kg, Kv, 10, refuses to trump. Trick 6.—With the best Heart probably against him, we doubt the trump lead. Trick 7.—Consistent to the end, Z returns the small trump. We will only add this game was not played by children, at a child's party, but at a Whist club, for money.

HAND No. 199.

NOTES by W. B., who played A's hand.—Tricks 1 and 2.—A is justified, with this strength, in leading a trump. His intention is to wait for his partner to return his lead, and then finesse the 10. The fall of the cards, however, induces him to take out another round, after which he knows there are *at least* two remaining in X's hand. Trick 6.—At this stage A knows X must hold the 10 of Hearts and the losing trump. He therefore wins his partner's trick, plays the winning trump, and ensures two more tricks in Hearts. Trick 9.—At the end of the ninth trick A knows, by Z's discards, tricks 5, 6, and 7, that he is weak in Spades, that B, his partner, is weak in Diamonds, and therefore, at trick 10, he leads his best Spade. The rest of the hand plays itself, and A and B make the 13 tricks.

This hand is placed at the disposal of the "WESTMINSTER PAPERS." If inserted, the Editor will oblige W. B. by giving his opinion on A's play at tricks 1 and 10; on Z's discarding all his Spades; on B's discard at tricks 7 and 8; and Z's play at trick 12, and by a general criticism of the hand.

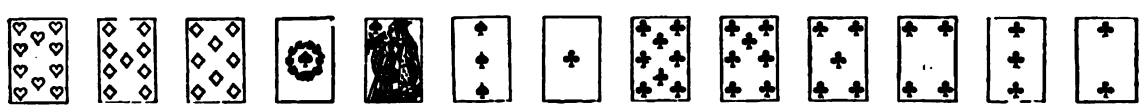
NOTES by the Editor.—Trick 1.—We should lead the Heart Ace. Trick 7.—Z's discard of the Spade 9 is bad, on principle. He does not know his partner's suit, and he has already shown his partner that his own suit is Diamonds. On the contrary, X's suit may be Spades, and Z must keep one to give him the suit. B's discard is, we think, sound. At trick 10 A attends to his partner's first discard. We cannot too often impress on our readers that it is the first discard that it is important to remember; the after discards may be, and they generally are, forced.

HAND No. 200.

[We publish this hand at the request of the players, and not because of its merits. The players seem to think that A gained the game by bad play. We do not think so. The lead originally of Kg with the Knave turned up makes it perfectly plain that the lead is from Kg, Qn, Kv and another, or others. This is not like the case of a Kg led in a plain suit, when, as a rule, it is bad play to pass the Kg. Nor is it like the lead of a Kg late in hand, when such a lead may be forced, but the hand, as far as trumps is concerned, is almost like D. D., and the simple question to be considered is, what is the best mode of proceeding to make the largest number of tricks? A minute's reflection would show that A takes the best chance of making a great game. A knows that, unless he makes three by cards, the game is lost by honours. Why Z persists in his lead of trumps we do not understand. If his partner has the Ace, all is plain sailing; if A or B have the Ace, they would not pass King and Queen without an object. Z should look at the extraordinary hand in the last number, and, if that hand and this will not teach him to play "to the score," we cannot do so. Therein consists the science of Whist.]

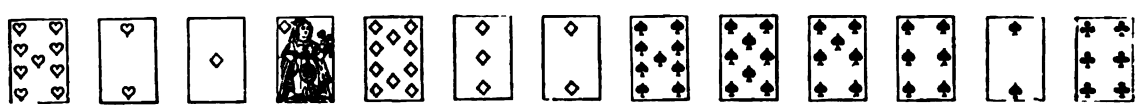
No. 101.—DOUBLE DUMMY CURIOSITY.

A's HAND.

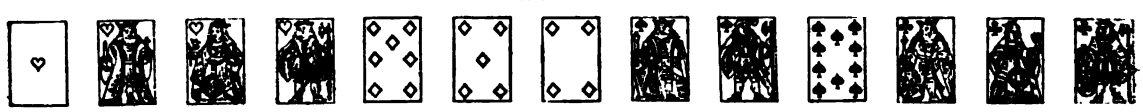


X's HAND.

B's HAND.



Z's HAND.



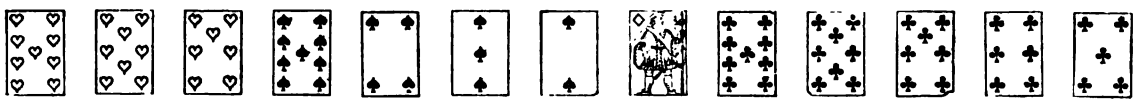
Hearts trumps. A and B to make 3 by cards.

No. 102.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. Lewis.

A's Hand.

X's Hand.



B Hand.

Z's Hand.

Hearts Trumps. A to lead, and A and B to make 4 by cards.

SOLUTION to DOUBLE DUMMY PROBLEM, No. 100.

By E. J.

1. A leads Diamond 7; X puts on the 10; B the Kv., which Z's Kg. takes; won by Z.
2. Z leads Club 9; A puts on the 5; and X the 10; won by X.
3. X leads Diamond Qn.; B covers with the Ace; won by B.
4. B leads Spade 5; Z passes it; and A puts on Qn.; won by A.
5. A leads his last Diamond to his partner's best, the 9; won by B.
6. B leads Spade 8; and Z takes with the Ace; won by Z.
7. Z leads Club 8; and A wins with the Ace; won by A.
8. A leads Spade Kg.; won by A.
9. A leads Heart 10; X covers with the Kv.; B with the Kg.; and Z with the Ace; won by Z.
10. Z leads a Diamond; A discards Club 7; won by Z.
11. Z leads his long Diamond; A discards Club Qn.; won by Z.
12. Z leads Heart 5; A takes with the 8; won by A.
13. A leads Heart Qn.; won by A.

Notes.—There are many other variations, which appear to me equally good, although I prefer the solution above set out, as it elucidates, in the simplest and clearest manner, the principles on which the problem is constructed. It is the business of solvers to send their solutions, with such comments and observations only as bear on the *practical* working of them out, and he is the best solver who, by means of his notes, accomplishes this in the most concise and exhaustive manner. The pleasure of success in any undertaking is ever great; that attending the solution of a problem (no matter in what—whether Geometry, Mathematics, Chess, Whist, &c.) is notedly so, but, to my mind, the consideration of the theoretical principles on which it is based is far greater; and though the scientific treatment of a problem should, for the reason before stated, form the subject of a distinct article, yet on this occasion I cannot help deviating from my own unvarying practical course, believing this to be a good opportunity of doing so, as the application of the principle I am about to mention will occupy but a short space, yet is none the less beautiful on that account. I will begin by observing—it will sometimes happen that it is necessary to know not only *what* are the proper leads, but also the *order* in which they should be made, and this problem, in my judgment, contains a very pretty illustration of this last mentioned proposition. For, on looking at the Heart suit, a casual glance will show that neither X nor Z can lead it, as their adversaries would then secure two tricks in it; for if Z were to lead a low one, A would put on the 8, X the Kv., and B the Kg., thus leaving in A's hand Qn. and 10, against Z's Ace and 9, and as X *must* lead the Kv., the same result would follow if Z refused to cover B's Kg. On the other hand, as between A and B, it would be preferable for the former to lead up the 10, so as to force out the Kv. behind him, and thus preserve the major tenace, leaving Z with the minor tenace. As, therefore, *prima facie*, it appears that A should come up with the 10, it is evidently a certainty that he and his partner must make two tricks in this suit, if, *before touching it*, they could so manage and conduct this hand as, *in the last five remaining tricks*, to leave Z with no other suit than Hearts and Diamonds, provided, of course, they do not prejudice their own game in other respects in their endeavours to accomplish this purpose. This can be effected upon the following system of play: trumps must be led twice, B must play the Spade through twice, A must decline taking Clubs in the first round, but win the second with the Ace, and if left with the Club Ace or best Spade in the second or third rounds, respectively, he must lead them out, and then play the Heart 10. It, therefore, logically follows that A ought to reserve his Heart 10 as his *last leading* suit, and it will, moreover, be found that if he plays it out in any other order, A and B must lose, instead of making the odd trick. Although all this is very clear when pointed out, and I can fancy many exclaiming, "Well, anybody can see that!" I would, in return, ask them—How many of you have even attempted it? How many of you have failed at it? How many of the few who have succeeded did not, in the first instance, try the lead of the Heart 10 as an original or intermediate lead? I candidly confess I did, and after being for some time embarrassed by it, and failing to solve the problem, I then resorted to the proper lead.

WHIST JOTTINGS.

BAD PLAYERS HAVE FEELINGS.

"Oh! wad some pow'r the giftie gie us,
To see oursels as others see us;
It wad frae monie a blunder free us,
An' foolish notion."

WHIST would be very pleasant if we could always play with good players. This being out of the question, is there any reason why men should not play with good humour? It is useless striving for the impossible; but a freedom from ill temper seems within the reach of all. When we sit down, we know that we shall join in a game at which there will be good, bad and indifferent players; if we be practical men, we shall accept the inevitable, and not make ourselves uncomfortable or miserable about a subject over which we have no control. The bad players have the same rights that the good players have; they play for their own money, and, in the long run, the good players should have the advantage. It cannot be that men who habitually lose a trick from inattention can have cards sufficiently good to pull them through for ever. We would not be so rash as to predicate anything that will happen at cards, for the fickle goddess heaps favours on persons that do not appear to deserve them, and she withholds those favours from some who, by study, perseverence and practice deserve encouragement. The play seems to us bad from a very simple cause. At Whist every one finds fault. We do not object to the practice if the faultfinder commences where it will be most useful. A man may find fault with others for an age, and will not learn Whist, but if he will find fault with himself, he will, from that moment, commence to play better. We were playing with a very good fellow a short time ago, when he said he had lost every rubber by his partner's fault. No doubt there was some truth in this, although, to our thinking, some of his suggestions were unsound. He abused one player for not leading originally the Ace from Ace Qeen and two small ones, and he did so because if his partner had so led he would have won the game. We have so often protested against this kind of criticism that it is useless repeating our arguments, except to say, that criticism after the event is of no value if the critic is guided by the result. No criticism is worth a straw unless the critic places himself in the player's position, with his knowledge; no more, no less. The player who found fault with his partner for not leading the Ace, kept harping on this same string, whilst he perpetrated the following jokes:—(1) His partner led Club, third hand he won with the Queen, and during the whole game never returned the suit, although he had the Ace in his hand. (2) Original lead of a trump, second hand did not follow suit. Third hand put on the 10, having the King in his hand, and justified the play by saying that fourth hand must have Ace. We do not know why there was any *must* about it, but the player who will finesse at all in this position should scarcely venture to scold others. (3) We led the Queen of a suit, best; our joker trumped with two trumps in—one in his hand, and the other in our hand. (4) Original lead of a Spade, won by our joker with the Knave. He led out Ace, King, to which every one followed suit, and having the thirteenth card he led it out. (5) At the end of a hand he had the two long trumps and a small Club. His partner had Club Ace, 4, Spade Ace, and our joker knew that his partner had the two Aces. In order to get three tricks he led out the two trumps, to give his partner the chance of throwing away the Club Ace, which he did, and thus lost the game. (6) We were playing a strong trump game, and by our discard we shewed Clubs to be our suit. Partner led the 9; with five of the suit, including King, 10, we passed the 9, and subsequently found our partner had Ace, Queen. We refrain from more examples, for it is wearisome to the flesh to see such play amongst *quasi* intelligent men. The first time our joker scolded us, we submitted, and refrained from finding fault. We said nothing, but we thought:—

"O, ye wha are sae guid yoursel,
Sae pious and sae holy,
Ye've nought to do but mark and tell
Your neebour's fauts and folly."

If our critic would just look at home, and examine his faults, instead of his neighbour's, it would be good for all parties. The number of mistakes that men can remember when committed by their partners is truly wonderful. If they could use their memories in like manner to record their own blunders, what a list they would have. If all the great faultfinders would try this remedy for a fortnight, we should accomplish more good than all the Whist writers put together. A fortnight thus spent in meditation on their own faults would make the players better players. This knowledge would make them more modest, and more charitable about the blunders of others. The talk during this time would be stopped, and if men learned at Whist to appreciate the value of quietness, we should have peace and harmony for ever. When a player begins to find fault with himself, he must do so to himself; except on those occasions when he has a generous partner. When he has a surly or disagreeable partner, who may make more mistakes than you, if you confess your faults, your last state will be worse than the first. For you will see mistakes that he does not, and some of the

latter will be the fruit of his own imagination, and you will have to answer (1) for your mistakes that you see, (2) for your mistakes that he sees, (3) and for your mistakes which exist in his imagination alone; and the moment you admit an error to a man of this sort, he will assume a superiority, if he has it not, that, if it were not too ludicrous, would be excessively annoying.

Given the fact that good players and bad players must play together, why not make the best of it? If we must take the physic, it is as well to gulp it down in one draught; it is useless sipping it, and making wry faces over it. The bad players have feelings like ourselves, they come to gamble, or to enjoy themselves in some way, and although their enjoyment and ours are not the same, it is enjoyment. Why should we deprive them of their pleasures? you cannot drive them away by scolding, it is only the sensitive men—the men we like, and whose absence we deplore—that scolding drives away You may make the hardened player uncomfortable for a moment: you may make him lose his head, and for this you will suffer as much as he. The next hand he will drop a card on the table; be in a hurry to pick it up, and drop another; revoke, or trump your best card; for this you suffer as well as he. Reason tells you that had you not displayed temper this would not have happened. Your pocket is touched, and this is equivalent to some player's feelings; and, last of all, you have done that for which you are sorry,—lost your temper, and prevented another from enjoying himself. The bad player enjoys his rubber in his own way just as well as the good. It is not knowledge or skill that makes men happy. "The fool is happy that he knows no more," and if we apply the same principle of life to the Whist table, could we not all point to some good jolly old fellow who has been playing happily and contentedly all his life without bothering his head about the subject. He has obtained pleasure from the game for many a year. Why should he follow our ancestors' craving for knowledge, to bring with it so much discomfort? He does not feel the misery of bad play, because he knows it not. When we play ill, we suffer horrible tortures, and when the mistakes occur, as they do more often, when we are in a vein of ill luck; when, on losing rubber after rubber, with a persistency and perseverence worthy of a better cause; when day by day the money flows from our pockets, until we seem on the verge of ruin, and it requires but one more push to send us over the precipice; then the good player suffers agony, of which our good old friend knows nothing. If he knew that by his blunders he lost his partner's money, he would be sorry for it; but he could not feel as the man feels who stakes his last coin on the throw of the die. My Lord, with £100,000 a year may throw for £1,000, and his pulse need beat no faster; why should it? The man who throws for his last £1,000 must have strong nerves not to feel a tremor of excitement at the result. The rich cannot gamble. It is the poor alone that can feel all the pain, anguish and despair attached to losing. Nay, the poor also have some compensation for this; they have more pleasure in winning. The rich man may care for his dinner, but surely he will not obtain the same enjoyment from his meal as the man who has had no dinner for a week; and what does it matter to the rich man when he wins? He can be cool on the subject; although we have seen some that made more fuss about losing £5 or £10 than men with a tithe of their income would care to show. If the pleasure of gambling consists in excitement, then it is the poor and needy only that can get the full enjoyment out of gambling. The two extremes exist for the poor and not for the rich, and it is the extreme in each case that causes the most intense misery, and the greatest happiness.

"CAVENDISH ON WHIST."—10TH EDITION.

MESSRS. DE LA RUE inform us that the delay in issuing this book has been caused by typographical difficulties, which have arisen from the introduction of a novel arrangement of the hands. We sincerely trust that the system adopted by the *Field* is not to be introduced, because this, in our judgment, is the worst ever invented. We shall gladly welcome any improvement on this head. The book will be ready at the end of this month, and the price is advanced to 5s.

NEW AND OLD STYLES OF PLAY.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—In this distant quarter, your journal is always looked for with interest, and your dictum on Whist matters received with veneration. On a recent visit to England, I had the pleasure of playing several times at the Westminster Club, where a good rubber may be found any day. It appeared to me, however, that among certain players a new style of play had sprung up, the ignorance of which placed me at a disadvantage, and occasionally earned for me what I thought unmerited reproof. I shall be glad if you will favour me with your opinion of the following hand, which was played the day before I left England. For playing as I did I was severely taken to task, but I humbly submit, that if the theory of Whist, as I learned it, be correct, any other play would have been wrong. Score love all. Queen of Diamonds turned up to my

left. My hand—Diamond 9, 7, 3; Hearts Knave; Clubs Knave, 10, 9, 6; Spades Queen, Knave, 9, 7, 6; my partner leads King of Hearts, which wins. He then played Hearts 2, which I trump, and return trumps 9. It turns out that my partner held only three trumps to the Knave, and we lose the game. I am severely rated for leading trumps, but I reply, that, by forcing me with the best Heart in his hand, my partner brought the trump lead upon himself. His retort is, that he did not necessarily force me, as I might hold the Queen. As the odds were two to one against my holding another Heart, I do not think this justification will hold water. I am bound to say that a player of the first rank, who stood by, pronounced against me, or I should not have felt it necessary to ask your opinion.

I am, Dear Sir, yours truly, A. O. M.

CALCUTTA, 13th September 1874.

[In former times the members of the Westminster and other Clubs played by some system, some on a bad system, and others on a good system. Now-a-days every man's hand is against every other. We do not approve the lead of the small Heart. The leader had not sufficient strength to force, and, to our thinking, it is no excuse for leading the Heart that our correspondent might have had the Queen. A player, not intending to force, has no right to run the risk of forcing when that risk is so imminent. If he wished to force, he could do so the third round. At the same time, we do not consider our correspondent justified in leading a trump, with such a hand. The first player, with Ace, King of Hearts in his hand, would have led trumps, if he wanted them, before leading the Heart at all. The weak hand has, therefore, taken upon himself the conduct of the hand, with the knowledge that his partner does not commence with trumps. When we are strong and want trumps out, we do not hesitate to lead up to an honour, but with a weak hand, and weakness in trumps, we do not do so. The lead of the trump was tempting, but, we think, unsound. We certainly could not find fault with our correspondent for the course he adopted, although we should not have led that.—ED. "WESTMINSTER PAPERS."]

DRAMATIC NOTES.

IT may be taken for a fact that the British stage has been in a more healthy and vigorous condition in the decade 1865 to 1875 than in that preceding it. We concede the fact, we re-echo it; but we are not the less alive to the many drags or parasites which impede the progress, or mar the growth of this important branch of art. For instance, there is at present a great dearth of original play writing; there is a tendency to adapt to our stage the lower form of French drama; there are what may be called petticoat interests; and, lastly, there is, to put it mildly, something not altogether satisfactory about dramatic criticism. We must remark that, in speaking of dramatic criticism, we allude to that which appears in the daily press, and that portion of the weekly press which gives some prominence to theatrical matters.

It is then commonly, but not always justly remarked, that the critics are interested or biassed persons, and cannot be relied upon for an independent review. There are those who will tell you that the tone to be taken is settled in the editor's room, and that the critics write just what they are told to write, and no more. We do not believe this for a moment, and only mention the gossip because it usually proceeds from persons who know that such is not the case. But whilst it may be admitted that the critic is rarely, if ever, the creature of his editor or proprietor, he is without doubt continually hampered by difficulties of his own creating. To begin with, he takes no pains to conceal his identity. He is a member of theatrical clubs, he seeks the friendship of this or that actor or actress, he button-holes managers in the lobby, and he is generally hail fellow well met with the whole world of the theatre. It is not so with reviewers of books, and we suppose that few authors know, or even can guess, at the name of the critic who may have occasion to cut up their works in the *Saturday* or the *Athenæum*. But our dramatic critic is known to everybody, down to the first-night frequenter of the gallery; and his articles are as little anonymous as if he signed his name to them. How can he then, unless he is gifted with an exceptionally stony heart, denounce Brown's new play, or Robinson's rendering of Hamlet, when he may probably sit between them the next evening at the club *table d'hote*? We do not impeach his honour, nor his independence, but it is well nigh impossible for him to hold up his friends to public execration. Then, again, not only the actor's friends, but his friend's friends (of either sex) must be cared for. A critic that escapes the Theatrical Club, is liable to come to grief in the Lounger's Club. Not unfrequently, a Lounger's acquaintance, possessed of a limited education, but unlimited command of capital, takes upon himself the cares of managing a theatre. Then is our critic pestered and entreated for his good word. If he resists, he must encounter black looks, cold shoulders, and underhand enmity. If he yields, he loses his self respect, and so, in either case, he is a miserable man. There are many other ways by which a critic, of his own accord, makes it impossible for himself to write impartially. Some are authors as well as critics, and so put themselves under an obligation to the manager who produces their plays. They also have to notice their own productions, and though they may avoid giving praise or censure by a simple explanation of the story, there is something not quite nice about the proceeding; especially as they are bound to praise the performers,

good or bad. Another may be the owner of a journal, the lessee of a theatre, and his own critic. This is an exceedingly complicated relationship.

Of a very different type are those critics who, in their very strivings after honesty and independence, are guilty of grievous injustice and favouritism. These are usually young critics, whose fluency is more developed than their judgment. They set up a model of what, in their eyes, is the best sort of acting, and pour out a flood of severity and sarcasm on any performer who is not absolutely after the model, however meritorious he may be in other respects. Their theory of an actor is briefly education and dress, and should he not be perfect in these, he is worth nothing. Nobody can accuse us of undervaluing the advantages of both, but we suppose it is an incontestable fact that a man may be a good actor without them, and that they cannot, of themselves, make him a good actor, were he Brummell and Bulwer rolled into one. To give an example of dress, the critics alluded to would censure Mr. Phelps as Alfred Evelyn, and praise Mr. Sothern in the *Favourite of Fortune*. This is not an unfair case, for we must confess that Mr. Phelps' costume would be as irritating as Mr. Sothern's fascinating; but our critics should rise superior to the tailor. Instead of education, we should, perhaps, have said accentuation; for a Piccadilly accent, though it may cover an indifferent education, has a marvellous fascination for certain unthinking critics.

We have allowed ourselves to stray rather from what may be supposed to be the subject in hand—the novelties of the month. The excuse must be, that whatever the quantity of these novelties, their quality is indifferent. Everybody who is theatrically inclined is on the tip-toe of expectation to see or read about Mr. Irving's Hamlet; and as the criticism thereon will appear at the same time as these Papers, we cannot expect that our Notes on the past month will be much heeded. Melodrama, and opera bouffe in its various forms, are still the rule, and struggle with each other for the supremacy over the favour of the public. The Adelphi has produced a melodrama, called *The Geneva Cross;* the St. James's an opera bouffe, *The Black Prince*. The two unfortunate theatres in Holborn are re-opened, the one with a melodrama, the other with an opera bouffe. *Our American Cousin* is revived at the Haymarket, and though the thrilling scenes in which the lawyer and his drunken clerk appear belong to melodrama, the music now allotted to Dundreary is suggestive of opera bouffe. It must be added, *en parenthèse*, that Mr. Sothern, as Dundreary, is still unapproachable. These two forms of the drama are thus seen to be abundantly represented this month, though there are signs that opera bouffe is not exactly decaying, but in a state of transition towards farcical comedy, or to the burletta of former days, always with the addition, belonging to the present period, of extravagant dresses, and much display of ladies' legs. Thus, in *The Black Prince*, the music is selected miscellaneously from the works of M. Lecocq, the story from one or more French authors, and music and story are brought together for the first time. This is not opera bouffe, as it has been hitherto understood to be. M. Lecocq protests against this unauthorised use of his music; but as he had already disposed of his rights to music publishers, presumably without conditions, it does not appear that he has just cause for complaint, unless he considers the words palpably inappropriate to the music. But, however the case may be, as regards the music, there is no announcement made that MM. Labiche and Delacour, from whom Mr. Farnie takes the story of the *The Black Prince*, or that French author from whom he borrows the plot of *Loo* at the Strand, have disposed of their rights to him, and we cannot help thinking that all these gentlemen have grave reasons to be offended; especially if, as is possible, they have no love of music. The performers in *The Black Prince* act and sing moderately well, especially the tenor, Mr. Chatterson, who is an acquisition; and the entertainment would be bearable, if it were half as long as it is. This long drawn-out tediousness is the constant drawback to opera bouffe. If the manager of the St. James's will make two hours, instead of three, suffice for *The Black Prince*, and shorten the intervals between the acts, the performance will be more agreeable, and the cigarette smoking in the lobbies can be dispensed with. It is advertised that smoking saloons are provided, but it was evident, on the first night, that the passages, which are only separated from the stalls and circle by a partition an inch thick, constituted the smoking saloons. Accordingly, a fine odour of chopped hay and burnt paper penetrated the auditorium, and when, in the third act, the actors and actresses (who delight to show off their prowess in this respect) lighted their cigarettes, the homage was complete to one of the pet affectations of the day.

Melodrama is heavily handicapped this month in its struggle with opera bouffe. Neither the Adelphi, nor still less the Holborn, have the ear of the court of critics, who have a culpable weakness towards fashion. *Newmarket*, at the Holborn, is very bad, and much of the dialogue is rank fustian. So long as the author sticks to the stable he is fairly interesting, for he evidently knows what he is writing about; but his conspiracies and abduction, his heroine and his villain are of the most exploded Coburg type. Neither the acting of Miss Brennan, Miss Addison and Mr. Belford, nor one well arranged scene of the interior of a stable, can redeem *Newmarket* from being shocking nonsense. At the Adelphi attention is invited, outside the doors, to the *Geneva Cross*, by the picture of a priest, of some denomination, waving a Geneva flag. Nothing, however, is seen of this gentleman inside, unless he is the missing character which Mr. Fernandez was expected to represent on the first night. The *Geneva Cross* is not without merit, but suffers, firstly, from an explosion of gunpowder, which on the first night nearly frightened a lady in the stalls into a fit; secondly,

like most plays of this year, from its inordinate length; thirdly, from an evident desire on the part of the author, Mr. (Micawber) Rowe, to graft an element of pure comedy on his melodrama. This vein of comedy, though not bad in itself, is inopportune, and unsuited to an Adelphi audience. It is acted, too, somewhat artificially by Miss Henderson, the peculiarities of whose style are, we fear, ineradicable, owing to her long services at the East-end. But if the peculiarities are marked, so are also her good points; for she has both force and voice, and her merits are far greater than those of many an actress who is better known to the public.

The Strand Theatre presents a programme which we can praise almost unreservedly, and one which is well worth the attention of the playgoer who does not care about high art. The burlesque, or *bouffonerie*, or whatever the title is, of *Loo* is lively, which is good; it is short, which is better; and it is nearly free from vulgarity, which is best of all, for those who wish their wives to be amused. M. Marius is especially good, and the kind of dance he indulges in is funny and unconventional. Mr. Byron's *Old Sailors* is also short and lively, but differs in no respect from any of its hundred and one predecessors by the same author. Some of the jokes are old, and some, though not perhaps new to the minds of people, are what is usually termed, "never before published."

We cannot conclude this article without noticing, as a fresh proof of the decentralisation of the drama, that whilst all theatrical London is thinking of Mr. Irving's Hamlet, theatrical Manchester, where Mr. Phelps is at present an exile, is to witness the production of a play, in which the veteran is to "create" the character of Voltaire.

ANSWERS TO CORRESPONDENTS.

WHIST.

M. D. in Q. (*A Yarborough*)—In reading your Whist Jottings—"What the cards say"—you mention that you had two "Yarboroughs." What does that mean, and whence the derivation?—*Ans.* A Yarborough is a Whist hand which contains no card higher than a 9. A late Lord Yarborough was in the habit of making a bet of 1,000 to 1 against this occurring on any given occasion, and hence the name. The true odds against this event is 1,827 to 1.

D. W. (*Exposed cards, when should they be called?*)—Our correspondent points out what he conceives an irregularity in calling exposed cards. It is of constant occurrence, he says, that when a card is exposed by the fourth player, the leader (as soon as his card is led, and before the third player has played) says, "Now we will have the exposed card," naming it.—*Ans.* We are obliged to our correspondent for calling attention to the subject. Although the books are silent on the point, according to the ordinary rules of law we must construe the rule to mean that the card can be called when it is the offender's turn to play; and it follows that it is an irregularity to call it before his turn to play. If it is called before the third player plays, the remark may intimate to him that he is not to win the trick. In all card matters it is best to keep well within the law, particularly when the enforcement of the most ordinary penalty often gives rise to angry feelings and disputes. We know of no penalty for calling the card before the proper time.

M. A. (*Looking at a hand and betting*).—In the Etiquette of Whist, which is binding on all Whist players, you will find the following rule laid down:—"No one should look over the hand of a player against whom he is betting." It follows that you are bound to leave the side of the player against whom you are betting, and, so far as we know, gentlemen leave without asking, or they ask the permission of the player to remain where they are.

Z. (*A cheat*)—If I meet a man at another's house, suspected of cheating at cards, should I play with him?—*Ans.* Charity covers a multitude of sins, but there is no pardon in this world for any one who cheats at cards. A man detected in a social offence, robbing, by malpractices, his own intimate friends, is an outcast, and every man's hand should be against him. The offence is the highest known in society. The culprit the meanest. No man should so lower himself as to play with a suspected cheat.

T. R. H.—We are very much obliged for your letter and criticism. Its value has decreased by lapse of time; unless the points are discussed at once it is no use. As to 94, you will find the point referred to elsewhere. 95, place Spade 10 in X's hand, and the flaw is rectified. 100, quite correct.

DOUBLE DUMMY.

J. S. (Jamaica). Problem No. 94.—You are wrong, as the following will show.

1. A plays Heart 6; won by B.
2. B plays Club 3; won by A.
3. A plays Spade 4; won by B.
4. B plays Spade 6; won by A.

If Z trumps, then he must lead trumps, and X discards (5 and 6) Diamond and Hearts. B discards Diamond 4, Queen, X and Z making only trump and Spade.

5. A plays Heart 7; won by B.

The same result if Z trumps Hearts.

6. B plays Club 4; won by A, whatever Z puts.
7. A plays Club King; won by A; X discards Heart; B discards Spades.
8. A plays Club Ace; won by A; X discards Heart; B discards Spade.
9. A plays Heart 8; won by A.
10. A plays Diamond 3; won by B.
11. B plays Heart Queen; won by B; or, if Z trumps, then B makes Diamond Queen.

A can also commence by leading Spade 4, as that is only inverting tricks 1 and 3.

The above answers the queries of E. N. F., J. S. S., V. and B., G. A. W. and Damon.

CRIBBAGE.

G. B.—You cannot score a flush in crib, unless the cards of which it is composed are of the same suit as the card turned up.

The Westminster Papers.

1ST DECEMBER 1874.

THE CHESS WORLD.

"The whisperings of our petty burgh."

WE have received the following letter from Mr. Owen, in reference to the letter from Mr. Zukertort which appeared in our last number :—

HOOTON VICARAGE, CHESTER, 4th November 1874.

SIR,—I have observed repeated mention of my name in the WESTMINSTER PAPERS, in connection with a game with Mr. Zukertort. I have not seen, however, nor do I know what has been said in the *Hornet* on this subject, but when Mr. Gossip was down here, playing me for the Provincial Cup, I remarked to him (Mr. Lowenthal being present), that had it not been for the publication of the game in question in the WESTMINSTER PAPERS, I, if I had been asked, should have said that I had never played Mr. Zukertort, but that I did remember playing over, with him and Mr. Wisker, at Mr. Hampton's rooms, certain variations of the Fianchetto Defence, that I knew I was very ill during the concurrent last Tournament for the British Challenge Cup, and that on that account I felt confirmed in my mind that I was little likely to engage in any set encounter, the subject of future publication, with so strong a player as Mr. Zukertort. I may have been mistaken on the point ; I conclude so, now that Mr. Zukertort appears so sure. I have examined the game ; but failed to recognise my stated moves ; evidently it was conducted thoughtlessly on both sides ; was no specimen of play ; and utterly unworthy, I should have said, of publication in your valuable Papers.

I am, Sir, yours faithfully, JOHN OWEN.

We agree with Mr. Owen that, so far as the early part of the game is concerned, it was played with conspicuous carelessness on both sides, and it is likely enough that neither player regarded it as the subject of future publication. But we consider the conclusion highly instructive, and for that reason worthy of a place in any journal. The matter is scarcely worth pursuing further, but with every disposition to regard Mr. Gossip's defects of temper with leniency, we must say that his account of the conversation at Hooton Vicarage is utterly at variance with Mr. Owen's. That gentleman's incidental remark that he could not remember the game, is boldly converted into "We were authorised by Mr. Owen to state that the game was not played by him." It is now very obvious that Mr. Gossip never received authority to state anything of the kind, and we shall hope that he still possesses sufficient sense of right to acknowledge his error. Before dismissing Mr. Gossip we will give him a friendly warning ; he is dissatisfied with our review of his book—if he does not mend his ways, we shall review his Chess column.

The match between Messrs. Macdonnell and Wisker, for £30 a side, is referred to in some detail upon another page of this number. Here we have only to record, that the score, as we go to press, stands Macdonnell 4, Wisker 6, drawn 4. The effect of this match upon most of the *habitues* of the Divan is rather curious. In a general way they would be glad to see Mr. Macdonnell victorious ; but also, in a general way, they appear to believe that Mr. Wisker will win. If circumstances obliged us to become the object of either of these popular sentiments, we should hardly know which to choose, and perhaps, on the whole, we should prefer "going in" for the "circumstances."

The Editor of the *Glasgow Herald* announces his intention of giving Solution Prizes, "To each of the two solvers of the greatest number of Problems published in that paper, from the 5th ult. to the 29th May 1875, will be given the *Westminster Papers*, *City of London Magazine*, or *Chess Player's Chronicle* for one year, at the option of the winner ; and, for the correspondent next on the list, the *Huddersfield College Magazine* for one year." This is a step in the right direction, for we believe that in no other way can public opinion be elicited upon the accuracy or merit of a problem, and the thanks of all composers are due to the *Glasgow Herald* for adopting it in connection with a weekly Chess column. The absurdity of the old system is sufficiently exposed in the statement of Mr. Pierce, that the problem prefixed to his book had been already published in *Land and Water* and the *Chess Player's Chronicle*, without eliciting even a suggestion that there was any defect in it.

We have received a copy of Messrs. Pierce's Supplement to their book of *Chess Problems*, but as one of the authors appears to have made a grievance of the circumstance that *our* review of his book was the *first* to appear in print, we have resolved that on this occasion it shall be the *last*. May we venture to suggest in the meantime, that the Supplement is too costly at three shillings.

We hope our problem solvers will not neglect to respond to the request contained in the letter from Mr. Burns, which appeared in our last number. By reducing the number of problems in this number we have given them a half-holiday for that purpose. We therefore hope to hear from them on the subject next month.

La Stratégie contains an interesting article upon the subject of Poe's famous comparison between the games of Chess and Draughts. As it is notorious that Poe knew little or nothing of either of the games, and that, apart from his literary work, he was much more effective at "Old Sledge" than anything else, the attention bestowed upon his utterances is rather surprising. That Poe was a writer of great genius, nobody will deny; that his judgment upon any practical subject was worth much, we suppose nobody will maintain.

The *Deutsche Schachzeitung* contains, this month, a very important contribution from the pen of Herr Berger, of Gratz, on the subject of the Problem Tourney of the British Chess Association. The article is important, in the sense that it indicates much discontent on the part of some of the competitors, and that it adduces what appear to be very cogent reasons for the existence of such a feeling. We do not pretend to give our readers a literal translation of Herr Berger's article, but we have endeavoured, in the following extract, to convey the spirit of the author, while preserving his meaning:—

The award of the prizes in the Tourney of the British Chess Association has provided most of the competitors, and all lovers of problems, with a substantial grievance.

In neither of the two preceding tournies, promoted by the same body, was the adjudication free from the suspicion of prejudice and error, but as the judges exhibited a praiseworthy desire to award the palm to the worthiest, these tournies, on the whole, materially influenced the subsequent progress of problem composition. On this occasion, however, we have to deal with a less satisfactory result. While the problems were still under examination, the Committee reported that 36 out of the 45 sets received in the Tourney had been found inaccurate, and were consequently "disqualified." This wholesale disqualification was in accordance with the 9th clause of the conditions of the Tourney. "No prize will be awarded to any set found to contain an inaccurate problem, but the award, when published, shall be final." Under this regulation it is at least possible that certain so-called defects, known as dual moves, may have excluded some of the best sets from the opportunity of obtaining a prize, inasmuch as only nine sets having been submitted to the judges, the question before them was not whether a problem should receive a prize, but in what order the successful compositions should be placed. The judges, accordingly, distributed the prizes at their disposal among the nine sets reported to be correct, although not one of them contained a position of any extraordinary merit. Here it was not the man in whose work any competent critic could discern the master of his art that could reckon upon securing a prize. That reward was dependent, not only upon the accident that his productions satisfied the special tastes of special judges; it was necessary also that composer and judge should agree upon the question of accuracy. We have had, in fact, instead of an intellectual contest, a game of chance, in which circumstances influenced or decided the result, and in which the reward of merit was not a question of honour, but of pounds, shillings and pence.

A merely superficial examination of the eight sets published will show how inefficiently the London Committee has performed its laborious (?) task,—an examination of the problems extending over 18 months.

"Hoc ardua vincere docet," 2 solutions to No. 4.
"All's well that ends well," 2 solutions to No. 2.
"Auf Wiedersehen," 2 solutions to No. 3, on the 2nd move.
"Ludimus Effigiem Belli," 5 solutions to No. 3.

The valuation of the worth of the problems is not so clearly open to criticism, but the award of the third prize to "Hoc ardua" indicates that the judges were inexperienced as well as incompetent. Too inexperienced to detect an imitation, and too ignorant of the subject to observe the absence of any problem idea. Nos. 2 and 5 of the set referred to embody Healey's and Loyd's ideas respectively, whilst Nos. 1 and 3 are simple "forced-move-positions," barren of any idea whatever. Taken together, Nos. 1 and 3 enforce the lesson, how vain is the effort to add a couple of interesting moves to a mate position; while in No. 3 alone the spectacle of a Bishop at K B 3, in connection with the King's and King's Knight's Pawns unmoved, excites at once wonder and laughter; a couple of sensations, for which we are equally indebted to the author and his judges.

Another error of the judges consists in putting the set "All's well that ends well," before "Auf Wiedersehen." In the first place the the two mover of the last-named set, is much superior to that of the first, and that the others are so also, is clearly shown in Nos. 1, 2 and 3 of "All's well," without any reference to the unfortunate R at Q B 8 in No. 5. The author of "All's well," made his work easy enough, by surrendering the unhappy Black King to the tender mercies of an overwhelming adverse force. Such compositions are inferior, even if they are well worked out, to conceptions wherein, with equal worth of idea, there is no such disparity of force. These errors, in connection with the fact that the judges thought one set worthy of a prize which appears to be unworthy of print, are quite sufficient at present to enable any one to estimate the value of the award."

Much that follows is based upon an erroneous impression of the writer, that the judges had made their award subject to a resolution of the Committee, whereby an incorrect problem is defined as one wherein against any move of Black there is more than one reply for White, except upon the last move. The Committee did undoubtedly pass such a resolution, and it was reported, as alleged in the "WESTMINSTER PAPERS," but they saw the error of their ways at the following meeting, and rescinded the new made rule. Herr Berger is therefore mistaken in supposing that the judgment was in any way influenced by what he considers new fangled theories. Indeed, it is well known that the Committee were exceedingly liberal in their application of the doctrine of dual moves—in fact they never subscribed to it. But this mistake does not in any way diminish the pertinence of Herr Berger's inquiry, "Why such sets as *Suum Cuique*, *Antipodes*, and *Es ist ja so Schwer*, which contain, apart from dual moves in minor variations, no imperfect problems, should have been disqualfied from receiving a prize." Knowing nothing of these problems, we cannot answer

Herr Berger, but we certainly think he should be answered by somebody. All that we can say is that we have been informed by a member of the Committee that some of the sets have been disqualified for other reasons than error. Whether the history of this Problem Tourney is to be an indictment or a confession, time will show, but public opinion calls for either one or the other.

General J. A. Congdon, the President of the American Chess Association, has appointed the following gentlemen to act as an Executive Committee :—J. Warner Knox, James G. Whiteman, V. H. Echorn, D. M. Martinez, James Roberts, J. D. Barbour and H. D. Baxter.

It is understood that, in reply to the enquiry from General Congdon, published in our last number, several first class players have intimated their opinion that the chief prize in the proposed Philadelphia Tourney should not be less than £500. Having regard to the journey, and its attendant risks, the sum named is perhaps not excessive, but it is nevertheless a large sum of money, and our cousins may come to consider a "European first rate" too costly a whistle after all. The interest of all Chess players in this Tourney will be sensibly increased by the intelligence that Mr. Morphy has signified his intention of taking part in it. A gentlemen who met Mr. Morphy quite recently, at St. Louis (Mo), is our authority for this statement.

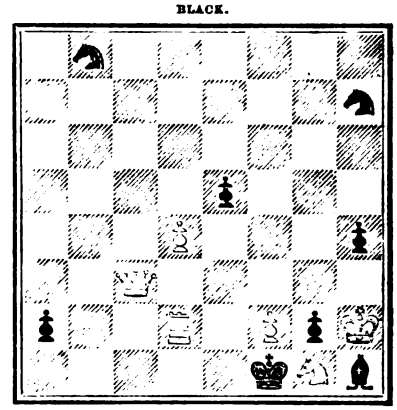
The Maryland Chess Review contains a suggestion for the formation of a problem examination club, the members undertaking to examine each others problems before their publication. We believe that, to some extent, the system is already at work in this country, although without any formal organization.

On the 13th ultimo, Miron, of the *New York Clipper*, completed his 50th year, and the problem in the margin was dedicated to him on the occasion. We have great pleasure in reproducing a compliment so well deserved by the recipient, and we offer a prize—Mr. Cook's little Work upon the Openings—for the best solution and review received during the current month.

Dedicated, with the regards of a life friendship, to MIRON, on the 50th anniversary of his birthday, 13th November 1874.

BY THEO. M. BROWN.

BLACK.



WHITE.

White compels suimate in fifty (50) moves—moving only the Q and R.

The Handicap Tourney at the New York Café International is drawing to a conclusion. According to our latest advices, the leading scores stand, Mason won 23, lost 4; Delmar won 17, lost 5; Brown won 15, lost 4.

WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

PROBLEMS RECEIVED.

27. Adelaide.

NOTE.—The author of the set, "*Quid sum ego*," having discovered an error in one of the problems, requests permission either to amend the incorrect problem, or withdraw the set from the competition. We cannot allow any correction to be made in the problems after the lists have been closed, but we willingly comply with the author's request, so far as regards withdrawal from the Tourney.

MACDONNELL v. WISKER.

IT is hardly possible for the WESTMINSTER PAPERS to refer to this match without referring also to a scurrilous paragraph which, escaping the supervision of the Editor, appeared a few weeks ago in the Chess column of the *Sportsman*, a paper always conducted on the highest principles. We should have been glad to pass over this spirited effusion in silence, and even yet hesitate to drag it from the shady atmosphere in which it was conceived and lives. We have decided objections to descending into the gutter occupied by its writer, but as the paragraph in question is founded upon the grossest misrepresentations of fact, we shall, at the risk of defilement, place the true state of the case before the Chess-playing public. The writer in the *Sportsman* endeavoured to justify his scurrility by asserting, at the outset, that the game in this match, printed in our last number, was played in a private room. For that statement there is not the slightest foundation. It is absolutely and wholly untrue; the room in which the game was

played was a public one in every sense of the word. It was freely open to every person who dined at Simpson's Restaurant, and the casual passer by could obtain admission on payment of sixpence. The players were, in fact, " on view," and just as open to public criticism as the Hippopotami in the Zoological Gardens. Indeed, like them, they were placed in a special den, that they might not be confounded with the common herd. We were one of the spectators on this occasion, and, knowing that the match was a public one, played, as we maintain, in a public room, we printed the game, as we should have recorded any other event in the *Chess World*. The notes appended to the game show that it was not an exaggerated estimate of the value of the article that induced us to give it a place in our pages, and no sober-minded person would have assumed that we were cognizant of the existence of any bargain between the players and other journals for its exclusive publication. If any such bargain existed at all, it was kept secret, for, to our knowledge, that part of the stakes subscribed by the Divan Company, was contributed under a special agreement, that the greatest possible publicity should be given to the match. We fail to see how such a condition could be fulfilled by limiting the publication of the games to a couple of sporting papers. We need not say that had we been aware of any agreement for the sale of the games we should, as a matter of courtesy, have left our contemporaries in full possession of their purchase, although it may be as well to mention that, in this case, they expended their money on the acquisition of rights, which have no existence, either in law or ethics. If Chess players choose to engage in matches played in public places, they cannot be allowed to define the exact degree of publicity to which their acts shall be subjected. As public players, they have no more right to stipulate that the games played in such matches shall be published in this paper or that, and in this and that only, than—if the comparison is not too bold—Mr. Disraeli has to prohibit any paper but the *Standard* from reporting his speeches. Let us contemplate for a moment the result of some such arrangement as this: that the public acts of Mr. Disraeli shall be reported only in the *Standard*, and those of Mr. Gladstone only in the *Daily Telegraph*. Can any one doubt that, in neither case, should the general public learn anything of the true character or qualities of either of these statesmen? Similarly, if the games of public Chess players are to be subjected only to their own analysis, or that of some chosen and, therefore, presumably friendly critic, it needs no special intelligence to perceive that these gentlemen will all very soon enjoy a high reputation in their art. Such a claim is preposterous on every ground, and we can assure the writer in the *Sportsman*, and all others interested in the matter, that we are not to be bullied into admitting it. What we should willingly concede as a matter of courtesy, we shall certainly refuse when it is rudely demanded, and we shall in all cases reserve to ourselves the right to decide whether the interests of the public may not warrant us in withholding even the courtesy.

How far the interests of the public are served by submitting the games to the sole criticism of one of the players will be seen from the following brief review of the reports of the match which have appeared in the *Sportsman*.

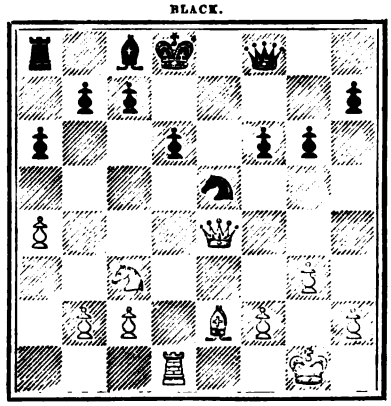
GAME II.

(Scotch Game.)

MR. WISKER.

Position after Black's 23rd move.

BLACK.



WHITE.

MR. MACDONNELL.

At this point Mr. Macdonnell continued with P to B 4, which leads to a lost position. He could win the game by the following variation:—

WHITE.	BLACK.
24 Kt to Q 5	24 B to B 4

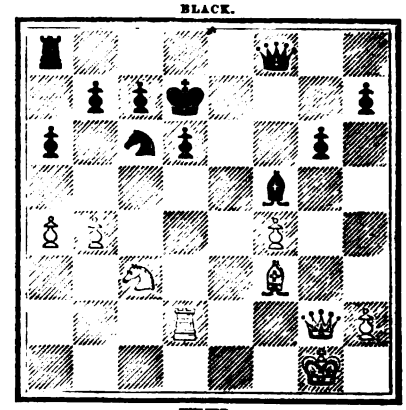
If 24 B to K 3, White obtains a winning position by 25 Kt to B 4, 25 B to B sq, 26 P to Q B 4. If 24 R to Kt sq, 25 Q to R 4, winning a Pawn, with the superior position.

25 Q to Q Kt 4	25 P to Kt 3
26 Q to B 3	26 Q to B 2

27 P to B 4, winning the sacrificed Pawn back, with a formidable attack.

Position after White's 30th move.

BLACK.



WHITE.

Problem?—How can Black lose this game? He did.

GAME III.

(Ruy Lopez.)

Mr. WISKER.	Mr. MACDONNELL.
WHITE.	BLACK.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 B to K 2
6 Kt to B 3	6 P to Q Kt 4

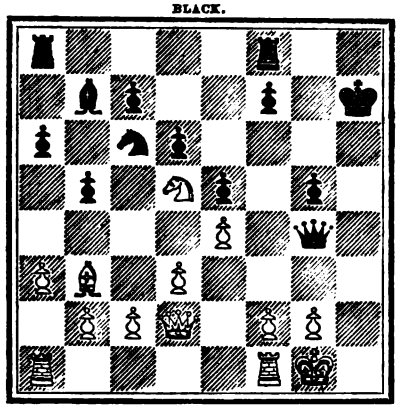
Note on Black's 6th move by the Editor of the *Sportsman*: "Not a good move in this position; B to Q 2 is the proper move."

We are always pleased to receive instruction, and we should therefore like to know how to play B to Q 2 before the Queen's Pawn is moved.

MR. MACDONNELL.

Position after White's 18th move.

BLACK.



WHITE.

MR. WISKER.

After the 16th move of Black, the *Sportsman* says: "Black now loses the game by force." We think, at the 18th move, Black might have had the superior game, as the following variation will show:—

	18 P to B 4
19 Kt to K 3 best	

If 19 P takes P, 19 Kt to Q 5, 20 P to K B 3, 20 Q to R 5, with a strong attack.

	19 Q to R 4
20 Kt takes P	

If 20 P takes P, Black proceeds at once with 20 Kt to Q 5, 21 P to K B 3, 21 K to Kt 2, &c.

	20 R takes Kt
21 P takes R	21 Kt to Q 5
22 P to K B 3	22 K to Kt 2

22 P to Kt 5 is not so good, because 23 P takes P, 23 Q takes P, 24 R to B 2.

23 P to Kt 4	

Necessary to bring the Queen to the King's side.

	23 Q to R 6
24 Q to Kt 2	24 Kt takes P ch
25 R takes Kt	25 Q takes R
26 Q takes Q	26 B takes Q

and Black will remain a Pawn ahead.

After the 26th move of this game, the *Sportsman* says: "Threatening mate in three." We fail to solve this problem, and if the writer can further instruct us we shall be glad.

Game No. 4 (Scotch Game) is the first moderately good game in the match.

GAME V.

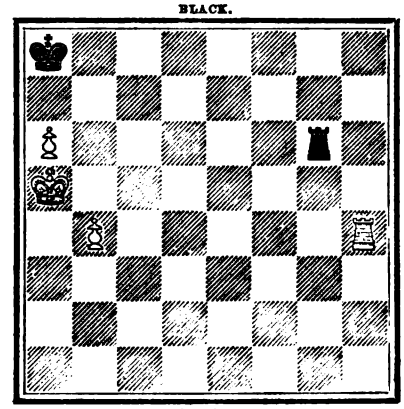
(Petroff Defence.)

We give this position after the 68th move, and we commend to our readers, as a problem, how White could fail to win the game. He succeeds in drawing.

Position after Black's 68th move.

MR. MACDONNELL.

BLACK.



WHITE.

MR. WISKER.

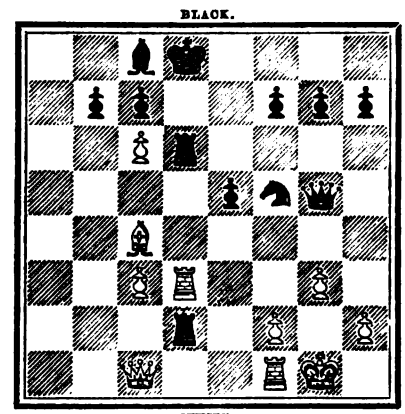
GAME VI.

(Scotch Game.)

Mr. WISKER.

Position after Black's 24th move.

BLACK.



WHITE.

MR. MACDONNELL.

White lost the game. He should have won it, as the following variation will show:—

WHITE.	BLACK.
25 P to B 4	25 P takes P (or A)
26 Q takes R	26 Kt P takes P
27 R takes P	

With the Exchange ahead, and the better position.

A.

	25 Q R takes R
26 P takes Q	26 R to Q 7
27 Q to K sq	27 P to B 3
28 Kt P takes P	28 K Kt P takes P
29 Q to K 4	

and White ought to win, with ordinary care.

GAME VII.

(Irregular Opening.)

On this game we have only to remark, that the Opening on the part of Mr. Wisker was eccentric, to say the least of it, and it ought to have been given up at about the 50th move as drawn. It was continued to the 90th, and we presume it was intended as a test of endurance.

GAME VIII.

(Irregular Opening.)

This game is the best specimen of Mr. Wisker's play. The Opening is thoroughly sound, and throughout he played vigorously. Mr. Macdonnell adopted the style of play of his great namesake, which was entirely knocked to atoms by Labourdonnais.

GAME IX.

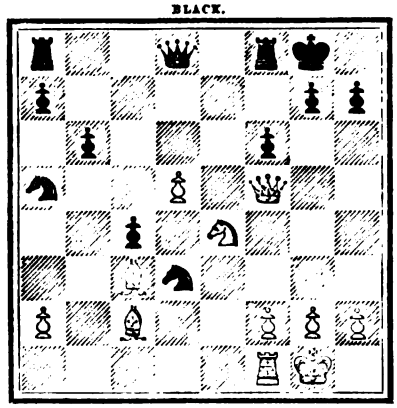
(Evans Gambit.)

After Black's 12th move, his game was lost. After White's 17th, White's game was gone, but the most interesting position in the game occurs in the position given below. After Black's 22nd move (see diagram) Mr. Wisker played R to K sq, which his opponent wisely did not take. On this the *Sportsman* remarks, the Rook cannot be taken, on account of Kt takes B P ch, followed by Q takes R P ch, and the game is lost shortly after.

MR. MACDONNELL.

Position after Black's 22nd move.

BLACK.



WHITE.

MR. WISKER.

On this we suggest the following analysis:—

WHITE.	BLACK.
23 R to K sq	23 Kt takes R.

Mr. Wisker's continuation:—

24 Kt takes P ch	24 R takes Kt
25 Q takes P ch	25 K to B 2
26 Q to R 5 ch	26 K to K 2
27 B takes R ch	

If 27 Q to K 5 ch, 27 K to B sq, and Black is out of danger

	27 P takes R
28 Q to K 2 ch	

(If 28 Q to R 7 ch, 28 K to Q 3).

	28 K to B sq

And there is no chance for White.

Our continuation:—

24 Kt to Kt 5	24 R to K sq (or A)
25 Q takes P ch	25 K to B sq
26 Q to R 8 ch	36 K to K 2
27 Q takes P ch	27 K to Q 3
28 Kt to B 7 ch, &c.	

(A)

	24 P to Kt 3
25 Q to K 6 ch	25 K to Kt 2

If 25 K to R sq, 26 Kt to B 7 ch, 26 R takes Kt, 27 Q takes R, followed up by 28 B takes P ch.

26 Q to R 3, mating, or winning the Queen.

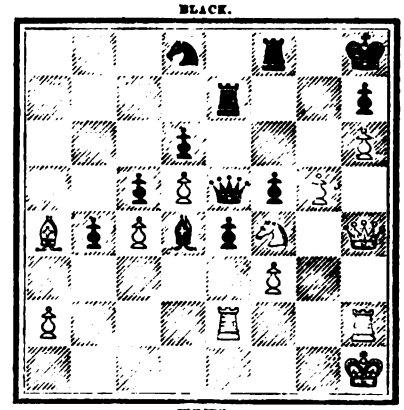
GAME X.

(Ruy Lopez.)

MR. WISKER.

Position after Black's 49th move.

BLACK.



WHITE.

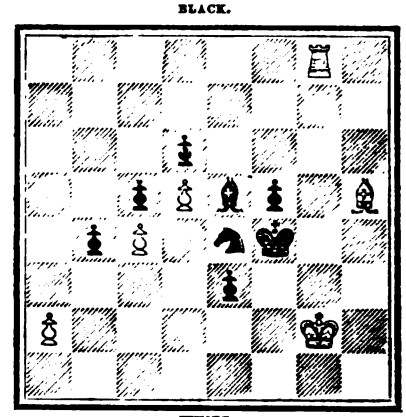
MR. MACDONNELL.

White lost this game; the following variation shows how he ought to have won:—

WHITE.	BLACK.
50 B to B 2	50 B to B 6
Black has no better move.	
51 P takes P	51 Q to Q 5
52 P to Kt 6	52 R to B 3, or 52 R from B sq to K sq
53 P to K 5, and wins.	

Position after Black's 69th move.

BLACK.



WHITE.

The 2nd diagram of this game has reference to the following note of the *Sportsman*: "White's game is now hopeless."

The following variation shows how White could have drawn:—

70 R to Q R 8	70 Kt to B 6 (or A)
71 P to Q R 4	71 P takes P *en pas*

If 71 P to Kt 6, 72 P to R 5, 72 P to Kt 7, 73 R to Q Kt 8, and wins.

73 R takes P, and White will easily draw.

A.

	70 Kt to Q 7
71 B to K 2	71 K to K 5

72 P to R 4, with the same result.

On No. XI., we have only to remark that in the game in question Mr. Wisker had the move, and played an Evans Gambit. Mr. Macdonnell adopted the normal defence, and is all book up to the 20th move of White. Black adopted a novelty here, which is, however, mentioned in Zukertort's analysis of the Evans Gambit in the *Schachzeitung* for 1870, Q to K sq, but White failed to find the proper reply, and lost the game.

Game XII., a Ruy Lopez, is better played than the majority, and resulted in a draw; but we think Mr. Macdonnell should have won. It was prolonged to the 81st move. The last two dozen moves were waste of time, except as examples of endurance.

Game XIII.—Mr. Wisker again adopted the Evans, but chose an inferior continuation of the attack. Mr. Macdonnell had very soon the best of the contest, and carried the victory in quite his old style.

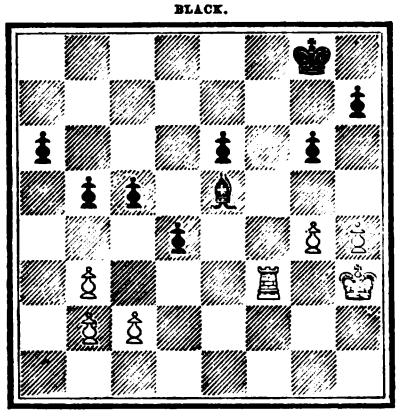
GAME XIV.

(Ruy Lopez.)

Position after Black's 30th move.

MR. WISKER.

BLACK.



WHITE.

MR. MACDONNELL.

At this point Mr. Macdonnell ought to have won. In point of fact he lost. We suggest the following variation:—

31 R to B sq	31 P to Q 6

If 31 B to B 2, 32 R to B 6; if 31 P to Q R 4, 32 R to K sq.

32 P to B 3	32 P to Kt 5

If 32 P to B 5, 33 P takes P, 33 P takes P, 34 K to Kt 2, followed up by 35 R to Q R sq, winning easily.

33 P takes P	33 P takes P
34 R to Q sq	34 B takes P
35 R takes P	35 P to R 3

Black has no better move: if 35 K to B 2, 36 R to Q 7 ch, 36 K to Kt sq, 37 R to R 7, &c.; if 35 P to Q R 4, 36 R to Q 8 ch, 36 K to B 2, 37 R to Q 7 ch, 37 K to Kt sq, 38 R to R 7.

36 R to Q 6	36 K to B 2
37 R takes R P	37 K to B 3

If 37 P to Kt 4, White obtains a won position by 38 P to R 5.

38 R to R 5	38 B to B 8
39 R to Kt 5	39 B to Q 7
40 K to Kt 3	40 B to K 8 ch
41 K to B 3	41 B to Q 7

Black cannot take the Pawn, as White answers by R takes P, winning with the passed Pawn.

42 K to K 4	42 B to B 6
43 P to Kt 5 ch	43 P takes P
44 P takes P ch	44 K to K 2
45 R to Kt 8	45 K to B 2
46 R to Kt 7 ch	46 K to B sq
47 K to Q 3	47 K to K sq
48 K to B 4	48 K to B sq
49 K to B 5	49 B to Q 7

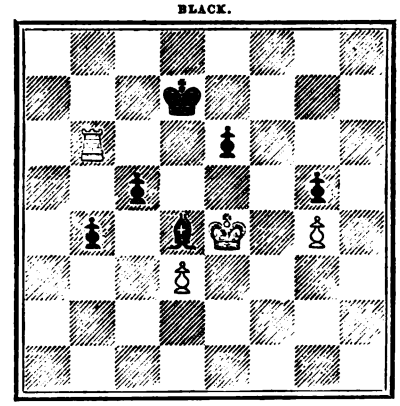
If 49 K to K sq, White wins by 50 K to Q 6, 50 P to K 4, 51 K to K 6, and 52 K to B 6. If 49 K to Kt sq, by 50 R to K 7, 51 P to K 4, 52 K to Q 5, 52 K to B sq, 53 R takes P, 53 B takes R, 54 K takes B, 54 K to K 2, 55 K to Q 5, 55 K to Q 2 (55 K to B 2, 56 K to Q 6, and wins), 56 K to B 5, 56 K to K 3, 57 K takes P, 57 K to B 4, 58 K to B 5, and wins.

50 K to Q 6	50 B takes P
51 K takes P	51 B to Q 7
52 K to B 6	52 K to K sq
53 K takes P	

And White must win, ultimately, by sacrificing the Rook for Bishop and Pawn.

Position after Black's 45th move.

BLACK.



WHITE.

In this position Mr. Macdonnell can still draw, as the following variations will show:—

46 K to B 3

The only move to draw the game.

46 K to B 2

If 46 P to K 4, 47 K to K 4, and White has the better game. Any other move is indifferent.

47 R takes K P	47 P to Kt 6
48 R to K sq	48 K to Kt 3
49 R to Q Kt sq	49 P to Kt 7
50 K to K 2	50 K to Kt 4
51 K to Q sq	51 K to Kt 5
52 K to B 2	52 K to R 6
53 R to K sq	53 K to R 7
54 R to Q Kt sq	54 B to K 4
55 R to K sq	55 B to B 5
56 R to Q Kt sq	56 B to B 8
57 R takes B	57 P takes R, queening, ch
58 K takes Q	58 K to Kt 6
59 K to Q 2	59 K to Kt 7

If 59 P to B 5, 60 P takes P, 60 K takes P, 61 K to K 3, 61 K to Q 4, 62 K to Q 3, &c.

60 K to K 3	60 K to B 6
61 K to K 4	61 K to Q 7
62 P to Q 4	62 P to B 5

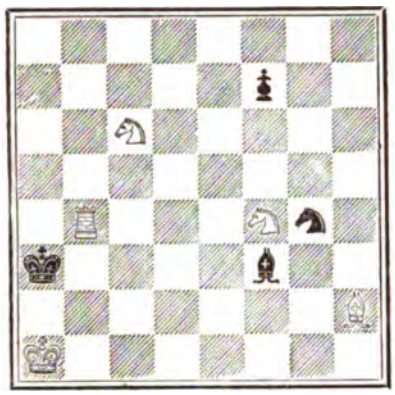
If 62 P takes P, 63 K takes P and wins.

63 P to Q 5, and the game is drawn.

PROBLEMS.

THE WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

No. 544.
"Mes trois derniers."
BLACK.

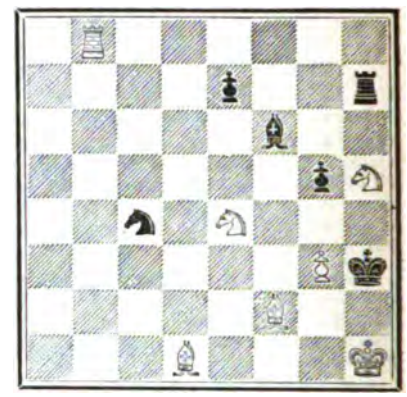


WHITE.
White to play and mate in four moves.

No. 545.
"Mes trois derniers."
BLACK.

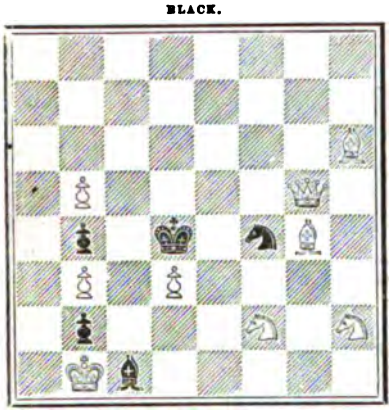
WHITE.
White to play and mate in four moves.

No. 546.
"Mes trois derniers."
BLACK.



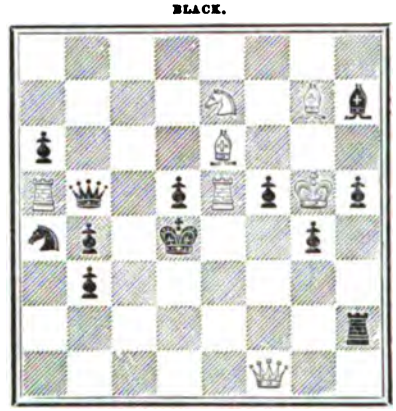
WHITE.
White to play and mate in four moves.

No. 547.
"Gluckliche Reise."
BLACK.



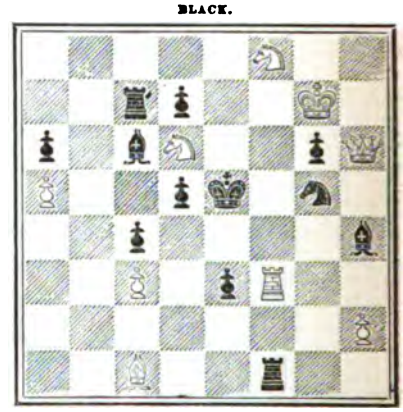
WHITE.
White to play and mate in three moves.

No. 548.
"Gluckliche Reise."
BLACK.



WHITE.
White to play and mate in three moves.

No. 549.
"Gluchliche Reise."
BLACK.

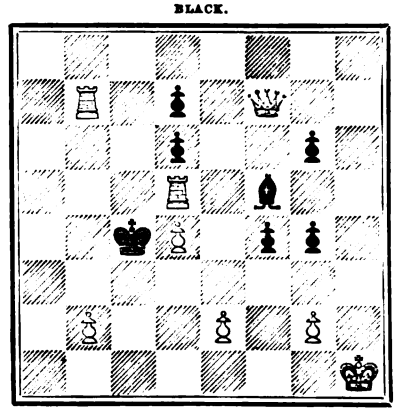


WHITE.
White to play and mate in four moves.

No. 550.
"Look upon this picture."
BLACK.

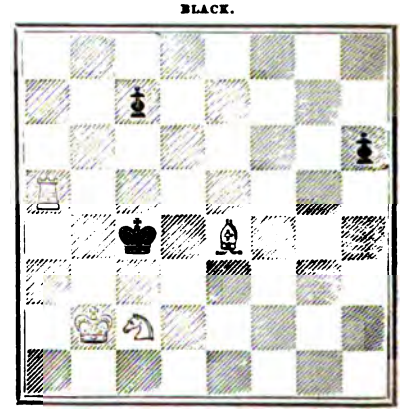
WHITE.
White to play and mate in three moves.

No. 551.
"Look upon this picture."
BLACK.



WHITE.
White to play and mate in three moves.

No. 552.
"Look upon this picture."
BLACK.



WHITE.
White to play and mate in four moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 293.

Played recently between A. E. Olmsted and Captain P. O'Farrell, both of Hartford, Connecticut, U.S., America.

Dutch Opening.

White. Mr. A. E. Olmsted.	Black. Capt. O'Farrell.
1 P to Q 4	1 P to K B 4
2 P to Q B 4	2 P to Q Kt 3
3 Kt to Q B 3	3 B to Kt 2
4 B to B 4 (a)	4 P to K 3
5 P to K 3 (b)	5 Kt to K B 3
6 P to Q R 3	6 P to Kt 3 (c)
7 P to Q 5 (d)	7 P to Q 3
8 B to K 2	8 B to Kt 2
9 B to Kt 5 (e)	9 Castles
10 P to B 4	10 Q to K sq
11 B takes Kt	11 B takes B
12 Kt to B 3 (f)	12 B takes Kt ch
13 P takes B	13 P takes P
14 K to B 2	14 P takes P
15 B takes P ch	15 K to Kt 2
16 Kt to Kt 5	16 R to B 3
17 P to K R 4	17 P to K R 3 (g)
18 R to K R 2	18 P to Q 4 (h)
19 B takes P	19 B takes B
20 Q takes B	20 Kt to B 3
21 Kt to B 3 (i)	21 R to Q sq
22 Q to B 4	22 Kt to R 4 (k)
23 Q takes P ch	23 R to Q 2
24 Q to K 5	24 R to K 2
25 Q to Q 5	25 R takes P
26 R to K sq	26 R takes R
27 Kt takes R	27 Q to R 5
28 Q to K 5	28 Q takes R P
29 P to R 5	29 Q to B 4 ch
30 Q takes Q	30 P takes Q
31 P takes P	31 Kt to Kt 6
32 P to Kt 3	32 Kt to Q 7
33 K to Kt 2	33 Kt to K 5
34 P to B 4	34 R takes P
35 R to R 3	35 Kt to Q 7 (l)
36 Kt to Q 3	36 Kt takes P
37 Kt takes P	37 R to Q B 3
38 Kt to Q 3	38 P to Q R 4
39 R to R sq	39 P to R 5
40 Kt to Kt 4	40 Kt to K 6 ch
41 K to R 3	41 R to B 6
42 R to Q R sq	42 P to R 6
43 R to R 2	43 R to Kt 6
44 Kt to B 2	44 R to Kt 7
45 R takes R	45 P takes R
46 Kt to R 3	46 K to B 3
47 K to R 4	47 K to K 3
48 K to R 5	48 K to Q 4
49 K takes P	49 K to B 4, and wins.

(a) The question whether the Queen's Bishop ought to be developed in close openings at B 4 or Kt 2, is now decided again in favour of the latter square.

(b) 5 P to Q R 3, at once, was the proper course.

(c) If Black intended to develope the King's Bishop at Kt 2, he ought not to have played the K P at all.

(d) This advance is premature.

(e) Worse than useless. The first player is now far behind in the development of the game.

(f) The move in the text loses a Pawn, which could be preserved by 12 Q to Q 2, but even then Black maintains the superior game.

(g) Useless, as the Knight cannot be taken. 17 Kt to B 3 was the proper move.

(h) The sacrifice of a Pawn brings Black's pieces into a favourable action. 18 P takes Kt would be disastrous, on account of 19 R P takes P, 19 R to K 3, 20 Q to Q 4 ch.

(i) If 21 Q R to K R sq, Black wins by 21 R to Q sq, 22 Q to R 2 best, 23 R to Q 6, 23 Q to K 2, 23 K R to Q 3, 24 Kt to B 3, 24 R takes B P, 25 P to R 4, 25 R to K 3.

(k) Well played; the proffered Pawn is soon won back, with great advantage in position.

(l) The best course was to advance the Q R P, leaving White in a very uncomfortable position.

GAME 294.

Played by correspondence between Mrs. J. W. Gilbert, of Hartford, Conn., and Mr. J. C. Romeyn. Began 30th May 1873, concluded 20th January 1874.

Ruy Lopez Knight's Game.

White. Mrs. Gilbert.	Black. Mr. Romeyn.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 B to K 2 (A)
6 P to Q 4 (B)	6 P takes P
7 P to K 5	7 Kt to K 5
8 Kt takes P	8 Kt takes Kt
9 Q takes Kt	9 Kt to B 4
10 B to Kt 3 (a) (C)	10 Kt takes B
11 R P takes Kt	11 P to Q Kt 3 (1)
12 Kt to B 3	12 Castles
13 B to B 4	13 B to Kt 2
14 Q R to Q sq	14 B to Q B 3
15 R to Q 3	15 B to B 4
16 Q to B 4	16 Q to K 2
17 Kt to Q 5	17 B takes Kt
18 Q takes Q B	18 Q R to Q sq
19 Q to Q Kt 7 (b) (D)	19 P to Q 3
20 P takes P	20 B takes P
21 B takes B	21 R takes B
22 R takes R	22 Q takes R
23 Q takes R P	23 R to Q sq
24 Q to R 3 (E)	24 Q to K 4
25 P to Q B 3	25 P to K Kt 4
26 Q to R sq	26 R to Q 7
27 P to Q Kt 4	27 Q to K 7
28 P to Q Kt 3	28 R to Q Kt 7 (F)
29 Q to R 8 ch	29 K to Kt 2
30 Q to Q 5	30 P to R 3
31 Q to Q 4 ch	31 K to Kt 3
32 Q to Q 7	32 R to Q 7
33 Q to B 6 ch (G)	33 R to Q 3
34 Q to B 4	34 Q takes Q
35 P takes Q	35 R to Q B 3
36 P to B 5	36 P takes P
37 P to Kt 5	37 R to Q 3
38 P to K B 3	38 R to Q 6
39 R to R sq	39 R takes Q B P
40 R to R 6 ch	40 K to B 4
41 R takes P	41 P to K B 3
42 P to R 4	42 P takes P
43 R takes R P	43 K to K 4
44 R to K 4 ch	

And the game was drawn.

The notes to this and the following games, marked by small letters or cyphers, are by the players.

(a) Kt to B 3 is much stronger.

(1) This move was made under a misapprehension. In setting up the pieces Black omitted to place the Q R P on Q R 3, and allowed it to remain at Q R 2.

(b) White could here have won B for three Pawns, but wisely declined the offer.

(A) This move is recommended by the English school, the German prefers 5 Kt takes P.

(B) This continuation was chiefly favoured by Neumann: Andersen and myself consider 6 Kt to B 3 best.

(C) 10 Kt to B 3 is not much superior to the move in the text, as it would lead but to a transposition of moves.

(D) Mrs. Gilbert rightly estimated that three passed Pawns would be superior to a Bishop, but she overlooked, I think, that Black would be soon obliged to sacrifice his Pawns to check the threatened attack against his King's flank, as the following continuation may show:—

19 P to Q Kt 4	19 B takes P
20 P to Q B 3	20 B to B 4
21 P to Q Kt 4	21 B takes P
22 P takes B	22 Q takes Kt P
23 B to Kt 5 !	23 Q R to K sq

Black must bring this Rook on his King's side to prevent the pending storm.

24 R to K Kt 3	24 K to R sq
25 Q takes Q P	

Better than 25 Q to B 3, 25 R to K 3 (if 25 R takes P, 26 B to B 6), 26 Q to B 5, 26 Q to B 4, 27 R to R 3, 27 R to Kt 3, 28 Q to K 4, 28 Q to B 3, 29 Q to K R 4, 29 P to R 3, 30 P to B 4, 30 P to B 4!, and Black will soon advance his phalanx on the Queen's side.

	25 R takes P
26 Q takes Q B P	26 Q to Kt 4
27 B to K 3	27 R to K 3
28 B to Q 4	28 R to Kt 3
29 R takes R	29 B P takes R
30 Q takes Kt P and wins.	

(E) By holding the open file, White prevents Black's Rook leaving the first rank.

(F) The following line wins back the lost Pawn—28 R to R 7, 29 Q to Q sq, 29 Q takes Q, 30 R takes Q, 30 R to Kt 7.

(G) White dare not take here or on the next move the offered Pawn, as R to Q 8 would then force the game.

GAME 295.

Evans Gambit.

White. Mr. Hotchkin.	Black. Mrs. Gilbert.
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to B 4
6 Castles	6 P to Q 3
7 P to Q 4	7 P takes P
8 P takes P	8 B to Kt 3
9 P to Q 5	9 Kt to R 4
10 B to Kt 3	10 Kt to K 2
11 B to Q 3	11 Castles
12 Kt to B 3	12 Kt to Kt 3
13 Kt to K 2	13 P to Q B 4
14 Q to Q 2	14 B to B 2
15 Kt to Kt 3	15 P to K B 3
16 K to R sq	16 R to Kt sq
17 Q R to B sq	17 P to Q Kt 4
18 Kt to B 5	18 P to B 5
19 B to K 2	19 Q to K sq (a)
20 Kt to Kt 3 (b)	20 Kt to Kt 2
21 Kt to Q 4	21 Kt to B 4
22 K B to K sq	22 Kt to K 4 (c)
23 R to B 3	23 K Kt to Q 5
24 B takes Kt	24 Kt takes B
25 R to K 3	25 B to Kt 3
26 P to B 4	26 B to Kt 5
27 Kt to B 3	27 Q to Q B sq
28 Kt to B sq (d)	28 Kt takes B
Resigns.	

(a) All the preceding moves are played according to the best specimens of this variation of the Evans Gambit. After having shown a good knowledge of the theory of this opening, Mrs. Gilbert devises a novelty, which is by no means easy to meet.

(b) A retreat is generally not favourable, but in an attacking opening like the Evans Gambit, retreat is identical with defeat. The course which White ought to adopt here is 20 K Kt to Q 4, 20 Q takes P, 21 B to B 3, 21 Q to K sq, 22 Kt to K 6, 22 B takes Kt, 23 P takes Kt, and although White is two Pawns minus we prefer his game.

(c) Mrs. Gilbert conducts the game now to the end in a most vigorous style; every move brings a new piece into action.

(d) A blunder, but the game was lost anyhow. If 28 B to B 3, 28 P to Q R 4, 29 P to Q R 3, 29 P to Kt 5, &c.

OUR PROBLEMS REVIEWED.

No. 522, by J. W. ABBOTT.—"Very neat and pretty, though rather marred by duals," H. J. C. A.—"Pretty, but easy. A moment's inspection shows that White has but one obvious move," W. Nash.—"Fair," W. J. N. B.—"A first-rate problem; the sacrifice of the Queen is pretty," G. B. S.

No. 523, by F. HEALEY.—"Difficult, the object of the second move being far from obvious," H. J. C. A.—"Far below Mr. Healey's standard," W. Nash.—"Perfection," W. J. N. B. G. B. S. is wrong, in supposing there is a solution in two moves by 1 Q to R 6. Kt to K 5 is an effectual answer.

No. 524, by J. PIERCE.—"A very ingenious and difficult problem, H. J. C. A.—"A very beautiful problem, and by far the best in the number," W. Nash.—"Most beautiful," W. J. N. B. G. B. S. is again wrong, in his proposed second solution to this "Babel of a problem." If 1 R takes B, 1 Q takes R, 2 B takes K ch, 2 P takes B, and no mate follows.

No. 525, by A. C. PEARSON.—"Neat, though rather easy," H. J. C. A.—"The worst in the number, by way of contrast with the previous one," W. Nash.—"Very neat," W. J. N. B.—"A very easy problem; plain and straightforward play wins the trick," G. B. S.

No. 526, "PERHAPS A NAME."—Pretty, but easy, and not free from duals," H. J. C. A.—"A very fair problem, but afflicted with duals," W. Nash.—"Ingenious, the finish of the first variation forming an 'F,' and that of the second variation an 'L,'" W. J. N B.—"Good, the best of the set," G. B. S.

No. 527, "PERHAPS A NAME."—A good problem, and by far the best of the set," H. J. C. A.—"A capital problem, but not free from duals," W. Nash.—"Very good; the Queen has nearly all the work, and does it manfully," W. J. N. B.—"Evident, but the tour of the Queen is pretty," G. B. S.

No. 528.—"PERHAPS A NAME."—The principal variation is highly ingenious, but the problem is severely afflicted with duals," H. J. C. A.—"This is rather weak, and spoils an otherwise very fair set," W. Nash.—"Confusing. White has evidently been playing for position," H. J. C. A.

REMARKS ON THE SET.—"Elegantly and ingeniously constructed, but not remarkable for either depth or difficulty," H. J. C. A.—"Fair," G. B. S.

No. 529, "TOUJOURS PRET."—"Pretty, but neither new nor abstruse," H. J. C. A.—"A good problem, though not free from duals," W. Nash.—"A most excellent stratagem," W. J. N. B.—"Frequent duals tarnish a good problem," G. B. S.

No. 530, "TOUJOURS PRET."—"A little gem," H. J. C. A.—"Exceedingly neat and pretty," W. Nash.—"Pretty, but it seems obvious that the Queen moves first," W. J. N. B.

No. 531, "TOUJOURS PRET."—"As good, and very similar to 529," H. J. C. A.—"Some of the variations are good, though others are weak," W. Nash.—"Exceedingly pretty and ingenious," W. J. N. B.—"I notice a strong family likeness between this and 529. Perhaps it is meant for a revised and better edition of that problem," G. B. S.

This problem was published in the *Illustrated London News*, on the 20th February 1869. The set is, therefore, disqualified.—ED.

No. 532, "LOOK BEFORE YOU LEAP."—"Very weak," H. J. C. A.—"Very poor," W. Nash.—"Easy," W. J. N. B.—"Weak," G. B. S.

No. 533, "LOOK BEFORE YOU LEAP."—"A trifle, light as air," H. J. C. A.—"Bad; the position being impossible, as Black's Pawns would have required to capture seven pieces to get into their position, whilst White has only lost five," W. Nash. W. J. N. B. also points out, in similar terms, the impossibility of Black's position. "Weaker," G. B. S.

No. 534, "LOOK BEFORE YOU LEAP."—"Fair," H. J. C. A.—"Very fair," W. Nash.—"Very tame, has only one variation, and that hardly sound," W. J. N. B.—"Come! this is an improvement," G. B. S.

REMARKS ON THE SET.—"Decidedly poor," H. J. C. A.—"Bad; the last problem is the only redeeming point," G. B. S.

No. 535, by F. H. BENNETT.—"Above the average," H. J. C. A.—"Poor," W. Nash.—"Fair and free from duals," W. J. N. B.—"Senseless," G. B. S.

No. 536, by C. A. GILBERG.—"Very neat, and very easy," H. J. C. A.—"Ingenious and novel," W. Nash.—"Beautiful," W. J. N. B.—"A good problem; Black's defence against second solutions is excellent," G. B. S.

No. 537, by Dr. GOLD.—"Pretty, but not up to the author's standard," H. J. C. A.—"Dr. Gold's worst, I should imagine," W. Nash.—W. J. N. B. is wrong; Q to R sq ch will not answer. "The Queen is led to the slaughter in a very straightforward manner," G. B. S.

No. 538, by J. N. KEYNES.—"Equally neat and obvious," H. J. C. A.—"No defence," W. Nash.—"First class," W. J. N. B.—"The best problem on the page. The defence is beautiful," G. B. S.

No. 539, by S. H. THOMAS.—"Clever and interesting," H. J. C. A.—"Not at all a pleasing position," W. Nash.—"Pretty, and by no means easy."

No. 540, by C. W., of Sunbury.—As printed, there is no solution to this problem, but a White Bishop, instead of Pawn, at K 6 makes the problem sound, and is so placed in our second edition.—ED. WESTMINSTER PAPERS.

No. 541, by G. B. STOCKER.—"Neat, but the idea has been, and is being done to death," H. J. C. A.—"Very neat," W. Nash.—"Neat, but obvious," W. J. N. B.

No. 542, by J. C. ROMEYN.—"Pleasing, and rather original," H. J. C. A.—"Very insipid," W. Nash.—"Pleasing," W. J. N. B.—"At a glance it is apparent that the Bishop is intended to play 'Bo-peep,' behind the Pawns," G. B. S.

No. 543, by W. COATES.—"A problem of the highest order; subtle, beautiful and difficult," H. J. C. A.—"This is, I think, the best and most difficult self mate I ever solved," W. Nash.—"A subtle and magnificent study, the best in the number," W. J. N. B. G. B. S., in his ingenious answer, has overlooked the interposition of the other R, on White playing 3 Q to Kt 8 ch, which prevents the finish in the manner proposed.

SOLUTIONS OF PROBLEMS.

No. 522.

1 Q to Q B 4 — 1 Kt takes Q
2 R takes P, at K Kt 3 ch — 2 K moves or takes R
3 R or Kt mates

If 1 K takes R
2 Kt to K 2 ch — 2 K moves
3 R mates

If 1 P Queens
2 Kt takes P ch — 2 K takes R
3 Q takes Q mates

No. 523.

1 Kt to K 7 — 1 R to K Kt sq
2 Kt to Q R 8 — 2 Aught
3 Q or Kt mates

No. 524.

1 Kt takes P — 1 R takes P at K B 6
2 Kt to K B 4 — 2 Anything
3 R, Kt or Q mates accordingly

If 1 R takes P at Q Kt 4
2 Kt to Q B 5 — 2 Anything
3 Kt or Q mates

If 1 Q to Q Kt 8 or Q B 7
2 Q to Q 8 ch — 2 Kt covers
3 B mates

If 1 Q takes B or aught
2 Kt to K B 5 ch — 2 K moves
3 Kt mates

No. 525.

1 B to Q B 5 — 1 P takes R
2 B to Q 4 — 2 P takes P
3 B to K 3 — 3 K takes P
4 B mates

No. 526.

1 Kt to Q B 3 — 1 K takes R
2 Q to Q B 6 ch — 2 K takes Q
3 P mates

If 1 K to B 4 or 5
2 Q to K 4 ch — 2 K takes P
3 B mates

If 1 P moves
2 Q takes K Kt P ch — 2 K moves
3 R mates

If 1 Q takes P
2 Q to Q 4 ch — 2 K takes R
3 Kt mates

No. 527.

1 Q to Q R 8 — 1 P to Q Kt 3
2 Q to Q R 2 ch — 2 K takes Kt
3 Q to K Kt 8 — 3 Aught
4 Q mates

If 1 K to K 3
2 Q to Q 8 — 2 Aught
3 Mates

If 1 K to B 5
2 Q to Q R 4 ch — 2 K to Q 4
3 Q to Kt 3 ch — 3 K takes Kt
4 Q mates

If 1 K takes Kt
2 Q to K Kt 8 — 2 P to Kt 4
3 K takes B — 3 Aught
4 Q mates

No. 528.

1 B to B 6 — 1 Kt takes B
2 Kt to K 5 ch — 2 K takes Kt
3 Kt to Q B 4 ch — 3 K moves
4 Mates accordingly

If 1 Q to R 3 or Kt 8
2 Kt takes P ch — 2 Q takes Kt
3 Kt to Q 3 ch — 3 Q takes Kt
4 R mates

If 1 K to Kt 4
2 K to Kt 7 — 2 Q to R 4 or 6
3 Kt takes P dis ch — 3 Q takes R
4 Kt to Q 4 mates

No. 529.

1 Kt to Q Kt 7 — 1 K to K 4
2 Q to K B 4 ch — 2 Aught
3 Mates accordingly

If 1 K to Q 4
2 Q to Q B 6 ch — 2 K takes Q or
3 Mates accordingly — aught

If 1 Kt to K 3
2 Q to Q B 3 ch — 2 K to Q 4
3 B to B 3 mate

If 1 R takes B
2 Q to Q sq or Q 2 ch — 2 K moves
3 Mates accordingly

No. 530.

1 Q to Q R 7 — 1 K to B 3
2 Q to K 3 — 2 Aught
3 Mates accordingly

If 1 K takes P
2 Q to Q 4 — 2 Kt moves
3 Kt mates

If 1 K takes B
2 R takes Kt ch — 2 K moves
3 Q mates

No. 531.

1 B to K Kt 8 — 1 K to K 5
2 Q to K B 3 ch — 2 K moves
3 Mates accordingly

If 1 K to Q 5
2 Q to Q B 5 ch — 2 K moves
3 Mates accordingly

If 1 Anything
2 Q to B 3 ch — 2 K to Q 5
3 Q mates

No. 532.

1 B to K 2 — 1 Kt to Kt 6
2 Kt takes Kt — 2 P Queens
3 Kt mates

If 1 Aught else
2 Kt to K 3 — 2 Anything
3 Mates accordingly

No. 533.

1 B to K 3 — 1 P moves
2 Q to Q 3 — 2 P takes Q
3 B dis ch and mates

No. 534.

1 Kt to R 2 — 1 K to Q 4
2 Q to B 4 ch — 2 K takes Q
3 B to K 6 mates

If 1 B to K 4
2 Q to Q B 4 ch — 2 Aught
3 Mates accordingly

No. 535.

1 Kt to K R 7 — 1 Aught
2 Mates accordingly

No. 536.

1 Kt to K 4 — 1 B takes Kt
2 B to Kt 6 — 2 B takes B, or P to Q 4
3 R to Q 5 mate

If 1 B to K 6
2 B to R 6 — 2 B takes B
3 Kt to B 2 mate

No. 537.

1 Q to Q sq — 1 Kt to Q Kt 5
2 Q to Q 5 ch — 2 Kt takes Q
3 B mates

If 1 K to K B 4
2 Q to K B 3 ch — 2 K moves
3 P to K R 4 mate

If 1 P to K 7
2 B to Q B 2 ch — 2 K moves
3 Q to Q B sq mate

No. 538.

1 B to Q Kt sq — 1 R to K 5
2 Q to K 2 — 2 Aught
3 Mates accordingly

No. 539.

1 B takes P at Kt 3 — 1 P takes Kt
2 Kt to Q 5 dis ch — 2 K to B 4
3 Q to B 6 mate

If 1 P takes P
2 Kt to Q 5 dis ch — 2 K takes Kt
3 Q or Kt mates accordingly

If 1 B to Q 2
2 Q to K B 6 — 2 Aught
3 Mates accordingly

No. 540.

1 Q to K 3 — 1 R takes Q
2 B to Q R 7 — 2 Aught
3 B mates

See Problems Reviewed.

No. 541.

1 K to K Kt 7 — 1 K to Q 5
2 B takes P ch — 2 Aught
3 Mates accordingly

No. 542.

1 B to Q Kt 4 — 1 K moves
2 B to R 5 — 2 K moves
3 B to Q B 7 — 3 K moves
4 Kt dis ch and mates

No. 543.

1 Kt to Q 2 dis ch — 1 K to Kt 6
2 K to R sq — 2 P takes P best
3 Q to K Kt 8 — 3 R to K Kt 1 best
4 B to Q 6 ch — 4 Either R interposes
5 B takes R ch — 5 R takes B
6 Kt to K B 5 ch — 6 R takes Kt
7 Kt to K B sq ch — 7 K takes Kt mates

THE KALEIDOGRAPHE.

DURING the month many of our readers will be racking their brains to find out a nice present to make to their friends. The instrument to which we refer is adapted for all. Forty years ago, a little toy, called the Kaleidoscope, was introduced to the public, and has been sold in millions from that day to this, and nearly every boy can recall the pleasure he derived from looking through a hole, and turning round, and observing the endless varieties of shapes seen therein. Scientific men, for years, have endeavoured to produce this effect on a disc. The Germans partially succeeded, by means of reflectors on a canvass or wall, and at the Polytechnic, by means of the magic lantern, a somewhat similar result was brought about. It was left to an Australian gentleman, Mr. Prichard (a Victorian Chess player, by the bye), to conquer the difficulties that other students had failed to overcome. This machine is furnished with everything necessary to work it in perfect order, and, as soon as the lamp is lighted, it is only necessary to turn the wheel to have a constant succession of beautifully coloured figures, always symmetrical, always suggestive, which can be looked at for hours together, with never failing interest and delight. As a means to educate the eye to the beautiful, to study the ever varying mingling of colours, we can imagine no better teacher. A designer must be very dense who cannot obtain an idea for a pattern in the course of a few minutes, and he has only to let the machine stand still until he sketches or traces the part he desires. During the winter evenings the Kaleidographe will amuse old people and young. The light in the room need not be put out. Mamma and Papa may go on with their knitting or reading, as if nothing were the matter, except so far as the children's exclamations of surprise will make them look up to see the last wonderful change on the face of the disc. No card designer, nor, indeed, any other designer, can afford to be without this instrument. The Stereoscopic Company, Regent Street and Cheapside, undertake the sale, and the price, complete, is £3 3s.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 201.

Played at Brighton, November 1874.
Score A and B 1, X and Z 4.
Spades trumps. Z turns up Spades 5.
B's HAND.—Spades Ace, Kn, 9, 8, 2; Diamonds 7; Hearts Kn, 8, 6; Clubs Ace, 9, 8, 7.

	A. Lowinger.	X. Joshua.	B. F.H.Lewis.	Z. Raphael.
1	♡	♡		
2	♠			
3	♡ ♡	♡ ♡	♡ ♡	
4	♠ ♠ ♠ ♠	♠ ♠	♠ ♠ ♠ ♠	♠ ♠
5	♡ ♡ ♡	♡ ♡ ♡	♡ ♡ ♡	♡
6	♣ ♣	♣ ♣	♣	
7		◇	♠	♠
8	♡ ♡ ♡ ♡	◇ ◇	◇ ◇ ◇	◇
9	♣ ♣ ♣ ♣ ♣		♣ ♣ ♣	♣
10	◇ ◇ ◇	◇	♠ ♠ ♠ ♠	◇ ◇
11	♣ ♣ ♣	♣ ♣ ♣	♣ ♣ ♣	
12	◇ ◇ ◇ ◇	◇ ◇ ◇ ◇		
13			♣ ♣ ♣	◇ ◇ ◇ ◇

HAND No. 202.

Score love all.
Z turns up Spades Kn.
Z's HAND.—Spades Ace, Kv, 7, 6; Diamonds 4; Hearts Kn, 9, 5, 4; Clubs Kg, Kv, 7, 3.

	A. Foster.	X. Ries.	B. Solomon.	Z. Belaieff.
1	♣	♣	♣ ♣	♣ ♣
2	◇ ◇	◇	◇ ◇ ◇	◇ ◇
3	◇ ◇ ◇	◇		♠ ♠ ♠
4	♣ ♣	♡	♣ ♣	
5	♣ ♣ ♣	♠ ♠	♣ ♣ ♣	♣ ♣ ♣
6		◇		♠ ♠ ♠
7	♡ ♡ ♡	♡ ♡ ♡		♡ ♡
8		♡ ♡ ♡	♡	♡ ♡
9	♠	♠ ♠ ♠	♡	♡ ♡ ♡ ♡
10	♣ ♣ ♣ ♣ ♣	♣ ♣ ♣ ♣ ♣	♠ ♠ ♠ ♠ ♠	
11	♠ ♠ ♠ ♠ ♠		♡ ♡	♡ ♡
12		◇ ◇ ◇ ◇	♠	♠
13		◇ ◇ ◇ ◇	♠ ♠	♠ ♠

HAND No. 203.

Score love all.
Z turns up Hearts Qn.
A's HAND.—Clubs Kg, Kn, 10, 2; Diamonds Q, Kn, 3, 2; Hearts 2; Spades Ace, Kn, 9, 5.

	A. F. H. Lewis.	X. Foster.	B. Kusel.	Z. Sir A. Webster.
1		♡		♡
2	♠ ♠	♡ ♡ ♡	♡ ♡	♡ ♡
3	◇	♡ ♡ ♡	♡ ♡	
4	♣ ♣ ♣ ♣	♣ ♣	♠ ♠	♣
5	♣	♣ ♣ ♣	♣	♣ ♣
6		♡ ♡ ♡	♣ ♣ ♣	♣ ♣ ♣ ♣
7		◇ ◇	◇ ◇ ◇	◇ ◇ ◇
8		♠ ♠	♠ ♠	♠ ♠
9	◇	♠		♠
10	◇	◇	◇	◇ ◇
11		◇ ◇	◇ ◇ ◇	◇ ◇ ◇ ◇
12	♠ ♠ ♠ ♠	♠ ♠	♠ ♠ ♠	
13		♡	♠ ♠ ♠	♠

HAND No. 201.

NOTES.—Trick 1.—B opens from his four suit. Trick 2.—Z, having the two commanding cards of his adversaries' suit, with Kg, Qn of Clubs, and King, four Diamonds, leads trumps; and, having 3, leads his highest. Trick 7.—B leads the trump to enable his partner to make his long Heart. The Kg of trumps must be in A's hand, and the 5 is the trump card.

HAND No. 202.

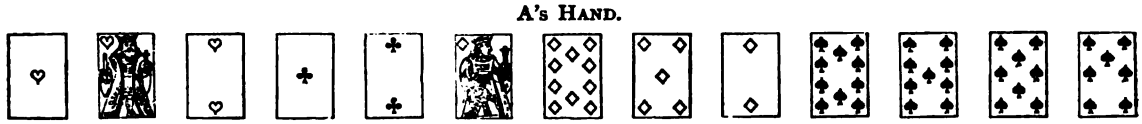
NOTE.—If X has not an honour, the game cannot be won; but if he has either Kg or Qn, the playing the Ace makes the game.

HAND No. 203.

NOTES.—Trick 1.—Mr. F. H. Lewis, who played A's hand, is of opinion that the original lead of the trump is justified; we doubt. The result is: a very pretty hand, and with a wonderful result. The odd trick against 6 trumps in one hand. Two by honours and two Kings and a Queen. At trick 10 X is afraid that A is underplaying him. At trick 9 X is in a difficulty; he knows his partner has nothing in Diamonds, and therefore leads out his Spade King.

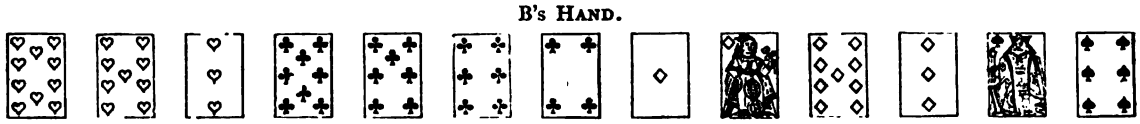
No. 103.—DOUBLE DUMMY PROBLEM.

A's HAND.

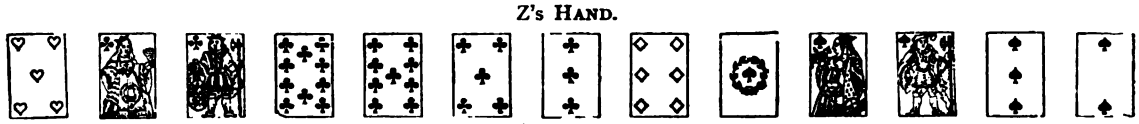


X's HAND.

B's HAND.



Z's HAND.



Spades trumps. A to lead.

The above hand is taken from actual play, and possesses some interest. Problem?—How many tricks can each side make by their best play.

No. 104.—DISPUTED LEAD AT WHIST.

The following hand was played a few days ago. Score love all. Spade 10 turned up. X's hand, second player. Original lead, small Heart, won by X. The following was X's hand :—

One of the most distinguished players in London led the Spade King, and justified it by his partner's trump card, and the great strength in Diamonds and Hearts. We cannot agree with the lead. The player, we think, must have overlooked his weakness in Clubs. The Diamond King seems to us the proper lead.

SOLUTION TO DOUBLE DUMMY CURIOSITY, No. 101.

1. A leads Diamond 8; X puts on the Kv; B the Qn; won by B.
2. B leads Spade 2; Z puts on the 10, and A the Qn; won by A.
3. A leads Diamond 9; X puts on the 6, and B the 10; won by B.
4. B leads Diamond Ace; A discards Spade 3; won by B.
5. B leads Spade 6; A wins with the Ace; won by A.
6. A leads Club Ace; won by A.
7. A leads Club 2; B ruffs with Heart 2; won by B.
8. B leads Spade 7; A trumps with Heart 10; won by A.
9. A leads Club 3; B ruffs with Heart 9; won by B.

Q. E. D.

All solutions sent are correct.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 102.

1. A leads Heart King, taken by Z's Ace; won by Z.
2. Z leads Spade King; A covers it; won by A.
3. A leads Heart 4; B puts on the Queen; won by B.
4. B leads Heart 10; won by B.
5. B leads Spade 7; A throws the Knave to Z's Queen; won by Z.
6. Z leads Diamond 6; A puts on the 3, and B's Queen takes Knave; won by B.
7. B leads Diamond 2; Z puts on the 7, and A wins with the 10; won by A.
8. A leads Diamond Ace; B discards Club 4; won by A.
9. A leads Spade 6, X puts on the 4, and B the 8; won by B.
10. B leads Spade 10; A discards Club 2; won by B.
11. B leads Club Kg; Z covers it, and A trumps with his last Heart; won by A.
12. A leads Diamond 4; B trumps with his long Heart; won by B.
13. B leads Club Kv; Z covers with the Qn; won by Z.

NOTES.

Spade 10 should be in B's Hand.

A and B must first get out three rounds of trumps, and, next, two rounds of Spades, playing them in the mode above indicated. Thus they prevent X obtaining a ruff in Diamonds, and compel Z to come up originally in the Diamond or Club suit, and A, by means of his Diamond Ace, can always lead the Spade 6 through to his partner's Knave. By this mode of play A and B must any how make 4 Hearts, viz. Kg or Qn and 10, and each a small one by a cross ruff, one in Clubs and the other in Diamonds, and three Spades, viz. the Ace, 8 and 10. If Z leads up in Diamonds, then they must make the Ace, Qn and 10 of that suit, as shown in the solution already given; if Z leads a Club, then B must make a Club, and by playing Diamond Qn, his partner must make the Ace and 10 of Diamonds.

Correct solutions from E. J., G. R. and Lex. All others wrong.

WHIST JOTTINGS.

FORMATION OF TABLE.

LAWS 16, 17, 20, 21, 22, 24 and 25 are as follows :—

16. If there are more than four candidates, the players are selected by cutting, those first in the room having the preference.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after comer to enter the table.

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to, nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right of re-entry into that latter, and takes his chance of cutting in as if he were a fresh candidate.

25. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

These laws seem to us plain. We have been requested to supplement them, to prevent disputes, and it appears to us that we do this most effectually by bringing before our readers' eyes the rules as they exist. The observations to be made upon them are of the most commonplace description :—1st. The four first players who enter the room have the right to play the first rubber. If a fifth enters before the cut takes place, and he is permitted to enter, that is by courtesy only, and not law. So, if a player has cut out to let in one player, and another person then says, "Oh, I am in there. There are two out," he is too late. He has no right to go in, and if the players strain a point in his favour and let him in, this is by courtesy and not by law, and we are rather inclined to think that courtesy should not be extended to a player who will not make known his intentions until so late a period. 2nd. Should less than six assemble,

first candidates have the right of entry in the order of their arrival—(Cavendish.) 3rd. Changing tables. Any player has a right, whilst sitting out, and the rubber in which he has been playing is continued, to cut into another table, provided there are not six other players in the second table; but if any other player in the room, who has not played, desires to cut into the new or second table, his right of entry is superior to that of the player who has already played. The right to enter the second table is good as against any other person who enters the room after the intention to enter has been declared by the player who has already played. A misconception appears to exist in the minds of players, which law 20 seems to make clear. Many players, after they have played two, three, or four rubbers in a table, and one or two of them have played one more rubber than the others, when a fifth or sixth player claims to enter, insist that all the players should cut, to see who should vacate his seat. The player who has played the largest number of rubbers should go out, and if two or three are on an equality, they should cut. There is often a wrangle which arises in this way. There are five players in one table, and five in the other. The fifth player at table one, is out, and he declares into table two, as he has a right to do. The rubber at the first table is over before the rubber at the second table, and thereupon one of the players, at table one, refuses to go on with four players only, on which it is claimed that the fifth player, the one who has declared into table two, has broken up the table. This is not so. He has seceded from table one, and entered table two, as he has a right to do, and although we should like to see more courtesy and consideration shown in this respect, we do not think we gain that object by straining the law. Law should make men more courteous; but law does not always have that effect. At any rate, we must decide the point according to our view of the law, and that is that the first seceder is not the player who has broken up the table. It is very easy to see how these points will constantly arise. A player may be very disagreeable. He may be very noisy and quarrelsome, and, as a natural consequence, those who do not like a noise or a wrangle, or to be scolded, are too glad to escape from their tormentors. If we were to decide as a metaphysician, we should say that it was the noisy and disagreeable man that broke up the table, as is the fact; but this is not what our law givers meant. Men will always seek a pleasant table for their amusement; and one would have thought that it would have been the desire of all to make themselves agreeable. Sad experience teaches us the contrary; and, for our part, we cannot comprehend how it is that, for the sake of amusement, men submit to so many annoyances and indignities that we constantly witness in the card room. The best hearted men, men who will be the most courteous and obliging in every other walk of life, give way to their passion, and exhibit ill nature there that is truly astounding. The game often becomes a game of torture and misery, not only to the players, but to the lookers on, and when we suffer these annoyances, as losers, the heart becomes very sad, and often very bitter. There are, and we suppose always must be, unpopular men in every club, and the grounds for their unpopularity is not far to seek. To some extent the bad player is unpopular, because of his ignorance, but we have all known bad players with whom we should never dream of quarrelling or avoiding. The good players are often unpopular. Instances of this can be found in every society. They have more reason for anger, because they see more, and think their partners should do so. But a man who has any pretentions to be a Whist player, should have sufficient command over his temper to restrain himself. Again, a table is always broken up if there be higher betting in one table than in the other. Men may talk as they please about gambling, and they may preach on the subject to doomsday. Put the preacher into a table where they are playing penny points; start another table where they play sixpenny points, and the penny table is broken up. Preaching and practice do not agree.

The laws, we think, are on all these points clear, and there should be little or no room for dispute. It is not to law we should appeal, but to that courtesy and consideration which one gentleman should show to another, a desire to add to the amusement of all. We cannot make men courteous any more than we can make a silk purse out of a sow's ear, but one cannot help thinking that many men who are now disagreeable, if they would but reflect for a moment on the subject, would try to change their ways.

One would fancy it should not be a difficult feat to remember whose turn it was to cut out. Experience teaches the contrary. There are some men who are never out. If six players played for a week, it would never be the turn of at least one of these to go out. There is no question of law on the point, and it is only by keeping an account of the order of entry that men are kept from quarrelling on this subject. Whose turn to deal is it? is easily decided by the wearing of a foolscap. Can the same idea be turned to account in respect of the players' turn to retire?

REVOKES.

A SUGGESTION has recently been made, that it should be the law that a person making a Revoke should pay his partner's points and the table bets. Some five years ago we brought the subject before our Club, and proposed that this should be the law. The habitual revokers were in favour of the motion, but the general feeling was against it. There are difficulties on the subject which seem unsurmountable; thus, if the rule were established and the revoking player had to pay, his partner would be in the position to take the stakes if he should win,

and not to pay if he loses. We take our partners with all faults, and it is best to have no exceptions to a good general rule. The object in view is to prevent men making revokes, and to make them more cautious in looking at their hands before they say, "No Spade," in answer to the usual question. It has become such a habit with men to answer without taking the warning that the law permits, that we fear it is useless to say anything on the subject. Courtesy requires a man to look at his hand before answering, and morality requires that he should not lie; but the question arises—Would the object we have in view be attained by requiring a player to pay the points? The general opinion was, that the suggestion would not have this effect. If a man possesses any feeling, he will care more for losing his partner's money in this manner than for losing his own. In the first case there must be in his mind a cause for regret; whereas, in the latter, he would feel that there was nothing more to be said about it. He has paid his money, suffered for his fault, and there is an end of it. But, any way, the law must be general, if it is to be a law at all. It cannot be confined to one or two members of a club. We are all liable to commit the same error, and we should all be on an equality. A law for a single club is bad, on principle, if strangers are permitted to play. A stranger is more nervous than an habitual player, and, from his strangeness, from playing with different cards, and other reasons, he is more likely to revoke than other players. He may be content to play £1 points, when he would shrink from entering a table with the possibility of playing for £2. A change of this sort, if made at all, should be made after due deliberation, and not hastily, and it should be with the concurrence of all the players.

NEW AND OLD STYLES OF PLAY.

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—Your correspondent, "A. O. M.," has submitted a question of play to you which, I hope, will be the means of provoking discussion on a point that has not been spoken of sufficiently, in my mind, in any of the treatises on Whist. It is this:—We are playing the "modern" game, we will suppose, and you, Mr. Editor, being my partner, deliberately force me to trump a suit. Knowing that I can depend on your holding at least four trumps, and having good cards in the two remaining suits, I lead a trump, my highest, the nine for example, in the hope that we may make a good score. I have never had the pleasure of playing at the Westminster Club, or, indeed, at any London Club where the Whist is of undoubted high class; and I am aware that members of such Clubs rather look down on the "country" player; but I cannot see that my play in the above instance would be wrong. I should much like to hear some good players' remarks on the point.

Now let me add one word on the hand mentioned by "A. O. M." My experience, as well as my "book knowledge," would certainly condemn the forcing that player. But, having done so, I confess that my impulse would be to play as "A. O. M." did, *through* the honour, not *up to* it, for I think you, Mr. Editor, will see, on examination, that you have inadvertantly mistaken the position of the trump card.* "A. O. M.'s" hand is so weak that his chances are poor, unless his partner holds some trumps, and the lead of the nine in this case would show weakness, permitting the third player to pass it. On the other hand, the original leader might not care about the risk of leading up to the Queen, but might welcome the lead through it. The question may be worded (for the purpose of discussion), thus:—*To what extent may a deliberate force be considered in the light of a call for trumps?*

I am quite prepared to be "sat upon" in any way; my object in writing is to bring down either a *clear* rebuke, if it be deserved, or to continue a discussion which cannot do harm.

I am, Dear Sir, yours truly, ROYAL ROBBER.

ECARTÉ.

J. A. AND J. B. (West Brompton.)—The odds in favour of the dealer scoring the King as against the non-dealer so doing, has been calculated by Cavendish. The following appeared in the *Field* of 10th December 1870:—

"The dealer's chance of marking the King is his chance of turning it up, plus his chance of having it in his hand. His chance of turning it up is $\frac{1}{5}$. His chance of holding it in hand is his chance of not turning it up, multiplied by the chance of one specified thing appearing in a parcel of 5 things taken together out of $31 = \frac{7}{5} \times \frac{5}{31}$. The dealer's chance of marking the King is, therefore, $\frac{1}{5} + \frac{7}{5} - \frac{5}{31} = \frac{6 \cdot 5}{5 \times 31}$."

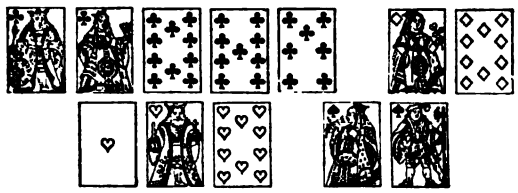
The non-dealer's chance of holding the King is clearly the same as the dealer's chance of holding it in his hand, viz., $\frac{7}{5} - \frac{5}{31} = \frac{5 \cdot 5}{5 \times 31}$. The odds that the dealer will mark the King as against the non-dealer, are, then, 65 to 35, about 13 to 7, or not quite 2 to 1." We will endeavour, next month, to make this point clearer.

* We did.—EDITOR.

PIQUET DISCARDS.

ELDER HANDS.

No. 115.

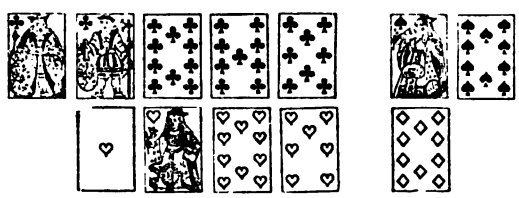


Score love all.

Mr. Webster Discarded C Kg, 10, 9, 7; D 10.
Took in H Q, Kn; D 8, 7; S 7.
Made game 5, 15, and 14=94.

At the score of love all, we think Mr. Webster's Discard was the right one, but it is one of the cases which depend on the score. Had he been 10 or 12 points ahead of his antagonist, he should have Discarded all the Clubs, and gone on three entire suits, in place of keeping the Queens, and it would be a difficult point to determine whether he should not, being Elder Hand, at love all, play as if he were ahead.

No. 116.

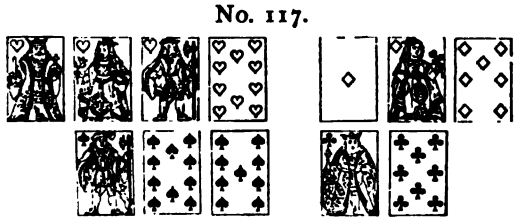


Score love all.

Mr. Bianchi Discarded H Ace, Q, 7; S Q; and left a card.
Took in C Qn; S Kg; D 9, 7.

Mr. Bianchi should have gone on the Heart suit, and the tens; so as not to leave a card. The Heart suit, headed by an Ace, and five to take up, is better than the Club suit, with four to take up, and the Discard made, gives the chance of a Capot without any reason.

No. 117.



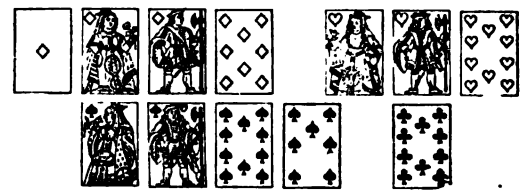
Score love all.

Mr. Wilkins Discarded D Ace, Qn, 7; C Kg, 8.
Took in S Kg, Qn, 8; H Ace; D Kn.

We should discard the three Spades, Diamond 7 and Club 8. The player gives a chance of a Capot. Unless he draws an Ace and a good Diamond he loses the cards, and, with a very nice hand, he plays a desperate game.

A looker on said, the proper Discard is all the Black cards. It is better to keep the D 7 than the C K This is a mistake often made by young players.

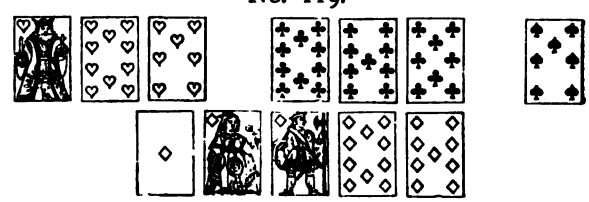
No. 118.



The first hand in a Rubicon.
Capt. Paton Discarded D 8; H 10; S 10, 7; C 10.
Took in D Kg, 10; H Ace; C Qn, 7.
Made 116 to 5.

The result is very lucky, but the Discard is not sound. We would not part with the D 8. A looker on said that the right Discard was H Qn, Kn; S Qn, Kv, 7, whilst another sound player said, Captain Paton should Discard all the Black cards. With 4 Kings, and 3 Aces against him, it is better to keep the tierce in Hearts, than the three tens.

No. 119.

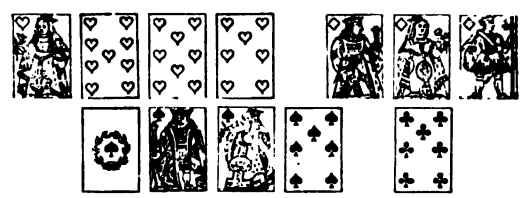


Score 55 to 26.

Mr. Kusel discarded H Kg, 7; C 9, 8; S 7.
Took in D Kg; C 7; S 10, 9, 8.

YOUNGER HAND.

No. 120.



Score 21 to 96 in a Rubicon.
Mr. Hilsen Discarded H 7; D Kg, Kv.
We should have Discarded H 9, 8, 7.

Mr. Hilsen considers that he should again make the same Discard for fear of a Capot.

We do not approve of Mr. Hilsen's Discard at all. To lose a Capot, the Elder Hand must have 12 named cards; the 4 Hearts, the 7 Clubs, and the Ace of Diamonds. If he Discards one of these, or the player takes one in, there can be no Capot. It is absurd to et so remote a chance influence one's play.

DRAMATIC NOTES.

WHO shall say that the age of miracles is past? At a London theatre, which has been a losing speculation to any manager bold enough to take it, a play of Shakspeare's, also usually a losing speculation, is being acted to crowded and profit-bringing audiences. In plain English, *Hamlet*, at the Lyceum, is an immense success, and is repaying, in the best manner possible, the bold and enterprising policy of Mr. Bateman, whose worthy management has brought the Lyceum to its present prominent position. That *Hamlet* is a pecuniary, as well as an artistic success, we suppose there can be no doubt. The best places in stalls and boxes are booked weeks beforehand. Thither flock, nightly, unaccustomed playgoers. The pale student, the literary recluse, the man who thinks theatres to be childish, and the eager school girl, whose tastes are superior to novels and flirtation, are all there; some armed with books of the play, of all sizes, which cause the theatre to resemble Exeter Hall on an oratorio night. The discomforts of going to and coming away from the theatre are forgotten, and the truly arctic gale which blows from the Lyceum stage over the stalls, is borne with cheerful resignation. Nor are the critics, those calm, complacent creatures, on this occasion free from flutter. They fly to the commentators; English and German, and intersperse their remarks on Mr. Irving with copious extracts from Goethe, Schlegel, and Hazlitt. The press is universally agitated, and literary journals, to which a theatrical column is unknown, publish elaborate criticisms on the new *Hamlet*. And all this, money, fame, glorification, is for what? For Shakspeare? We wish we could think so. Nothing would give us more pleasure, or do greater credit to the principles we have always upheld, than to believe that this revival of *Hamlet*, and the announced revivals, at other theatres, of the *Merchant of Venice* and *The Merry Wives of Windsor*, were the promise of an abiding popularity for Shakspeare. But how many times can we recall *Hamlet*, played with no worse cast than that at the Lyceum, for one or two, or, at most, three nights running, to empty benches? How many times has its production been hailed with derision? and how many times has it been voted dull, unsuited to the stage, and only fit for the closet? It is no depreciation to Mr. Irving to say that, under other circumstances, his Hamlet, even if it were better than it is, would have been as unknown and uncared for as that of hundreds of others. But to argue in a Shakspearian manner, Mr. Irving is the fashion; Mr. Irving acts Hamlet, and therefore the multitude rushes to see, not Hamlet, but Mr. Irving. He is the man of the hour, and on him fortune scatters her favours. He holds to the stage precisely the same position as Sir Garnet Wolseley does to the army. There are as good actors living as Mr. Irving, and as good generals as Sir Garnet. But should there be an invasion within the year, Sir Garnet would, very probably, be elected commander-in-chief by acclamation, and nine playgoers out of ten, asked to name the first actor of the day, would choose Mr. Irving.

We trust that no reader infers from this that we think Mr. Irving's Hamlet over praised. On the contrary, it seems to us that it has hardly received sufficient acknowledgement. Let us hasten to express our opinion that it is a charming performance, full of "sweetness and light," intelligent, scholarly, and thoroughly thought out. It is the best thing Mr. Irving has done since *The Bells*, and as he then made a great advance in his career, so his Hamlet should be a new departure. *Charles the 1st* was ultra-sentimental; *Eugene Aram* was a weak copy of *The Bells*; *Philip* was mere melodrama; and *Richelieu* was ruined by rant; a rare weakness in Mr. Irving. Contrary to our forebodings, his voice never once fails him in *Hamlet*. Whether he is by turns colloquial, meditative, or heroic, his voice stands him in good stead, and he has developed a new middle tone, which is singularly effective. But we confess we do not quite like the curious quavering voice which he uses for his simulated madness. It hovers on the confines of the ridiculous, and savours of affectation and the vapours. His reading of the character is best expressed by that familiar negative, "unconventional," which means, positively, natural and life-like. The manner in which the line, "These but the trappings and the suits of woe," which ends Hamlet's first well known speech, sufficiently testified, on the first night, that Mr. Irving meant to follow the dictates of common sense, and not the laws which regulate a schoolboy's delivery on speech day. In the soliloquies, Mr. Irving remembers that a man by himself does not think (or speak, which is the same thing in a play) as if he were in the hustings. As for the charge of want of dignity which some critics have laid against Mr. Irving, we have no patience with it. Look at his courtly bearing, even to his familiar friends? But, say the critics, his advice to the players lacks dignity. Dignity, forsooth; no person who reads that famous speech with the commonest attention can fail to discover that it is intended to be delivered in the most conversational manner, and that the interlocutor is, as it were, button holed. Physically, Mr. Irving requires no assistance from make-up. In appearance he is slim and graceful; in manner and looks, sad, tender and loving.

As Mr. Bateman has taken so much pains to secure a good representation of the play, it is only fair that we should depart from our usual rule, and particularise the members of the cast. There is no weak representative, with one exception, which need hardly be named, as so good a manager as Mr. Bateman may be allowed a little paternal fondness. It is sufficient to say, as regards Ophelia, that the actress was not, on our second visit, recalled and loaded with bouquets, *in the middle of a scene*, to its utter destruction, as was the case on the first night; although she acted much better on the second occasion. As for the rest, they may be roughly divided into distinct and indistinct exponents. Mr. Compton as the first Gravedigger, Mr. Mead as

the Ghost, Mr. Neville as Horatio, Mr. Beaumont as Guildenstern, and Mr. Swinbourne as the King, were good, and distinct in their utterance. Mr. Chippendale as Polonius, Mr. Leathes as Laertes, Mr. Webber as Rosencrantz, and Mr. Conway as Osric, were good, but more or less indistinct. Finally, we must urge the pressing necessity, even at the risk of losing a little money, of relieving Mr. Irving from a nightly appearance as Hamlet. We have not the history of the stage at our fingers' ends, but we doubt whether any Hamlet acted the character for 50 nights running. It was evident, on our second visit, that Mr. Irving was already a trifle exhausted, and so great is the strain, that, however good his constitution may be, he may incur serious physical injury if he is forced to go on every night with such terribly hard work.

The new plays of the month are two in number, and, though of very different merit, agree in being mere sketches. These are, *Sweethearts*, by Mr. Gilbert, and *Oil and Vinegar* by Mr. Byron. The latter would hardly attract attention were it not written by Mr. Byron, and characterised by a novelty in construction. Two young men, about to marry, dream that they have exchanged their mistresses, and at the conclusion of the dream a kind of transformation scene transports them again into real life. The moral is, we suppose, that there should be a due admixture of oil and vinegar in matrimonial combinations, but we doubt whether it would prove a sound experiment in real life. This little play is produced at the Gaiety, which is sadly in want of enlivenment, and seems for the time to have lost its hold on the public. The manager is about to revive the *Merry Wives of Windsor*, with a strong cast, headed by Mr. Phelps as Falstaff. The success or failure of the experiment will help to determine whether a Shakspearian fit has really seized upon the public. Mr. Gilbert's *Sweethearts*, which he calls a "dramatic contrast," is an important little work. Mr. Gilbert is a man of undoubted talent. His plays are characterised by originality, keenness of thought, beauty of language, and honesty of purpose; and yet we cannot name one of them which, in London at least, has achieved a permanent success, such as has fallen to certain plays of his contemporaries, Messrs. Robertson and Albery. This may perhaps be owing to a certain vein of cynicism running through them all, which jars upon the majority of the public, although Mr. Gilbert's cynicism is always on behalf of the good, and against the evil. In *Sweethearts*, two lovers part from each other in the year 1844; the gentleman, all fire and fondness, the lady coquettish and coy. In 1874 they meet by accident, when it appears that the gentleman has forgotton all about his love, and every detail of the parting scene; whilst the lady has treasured up every sweet remembrance, including the flower, which, 30 years before, she threw upon the ground in petulant coquetry. Here again the leading idea is cynical, but it is a cynicism so tenderly conceived, and so delicately treated, that no offence is caused. Half humorous, and half sad, is the revelation of man's forgetfulness and woman's tenacious memory in matters of love. The lady, in this trifle, is acted by Mrs. Bancroft to perfection, and it would be waste of words to criticise her, save to hint that her make-up seems a little too old for the character in the second act. Mr. Coghlan is the lover, but is hardly so well suited as Mr. Hare to cabinet pictures of this sort. Mr. Coghlan is better adapted to larger canvas, and broader colours, and will no doubt be seen to greater advantage in the *Merchant of Venice*, which is to be the Shakspearian revival at the Prince of Wales's. There is a tendency at this theatre for the performers to be rather slow over their "business," and this is slightly apparent in *Sweethearts*. The intervals between the acts are unnecessarily long, and are not relieved by the music of the orchestra, which is the weakest in all London; and the audience is a very depressing one. We suppose that *Sweethearts* is acceptable to the people who fill the Prince of Wales's theatre, and therefore they might show their appreciation just a little, instead of sitting in chilling silence.

We are beyond astonishment in theatrical matters, but it is certainly curious that in a single season Shakspeare, melodrama and pantomime, should emerge from obscurity. We notice that the announcements of pantomimes for Christmas are, this year, unusually numerous. We trust that they will be constructed more on the old lines than on the *poses plastiques* model that has been prevalent of late years. An attempt, which we hope will prove futile, has been made at the *Opera Comique* to revive that worst period of burlesque where, fun and humour having evaporated, nothing was left but a dull, dreary and disgusting exhibition of the feminine figure. The manageress of the present attempt is Miss Amy Sheridan, and the master of the ceremonies is Mr. Burnand. This gentleman has written a new version of *Ixion*, and the manageress has contributed rich scenery and dresses. The music is well chosen, the orchestra good, and the singing, taken all round, better than that at the Opera Bouffe establishments. But, as a spectacle, *Ixion* is degrading and debasing, and should have been utterly condemned on the first night, in spite of any merits in the music. We had thought that an exhibition of this sort, which has fallen into disuse at the theatres, was only to be seen in the shop windows of Regent Street photographers, for the edification of country cousins. The persons, of whom only one or two are actresses in the proper sense of the word, who appear in *Ixion*, have probably, with few exceptions, long lost any self respect they might at any time have had, and reprobation of their conduct would be a waste of time; but for those who encourage them, privately or publicly, we cannot too strongly express our contempt. And what shall be said of the author, who has also, according to the programme, "personally superintended" the production of *Ixion*, and must, therefore, have been cognisant of every repulsive feature in the production he was superintending? How can he reconcile it to his conscience, or to his reputation, or to his position as an author and journalist, thus to pander to the basest taste? Let *Punch* reply.

ANSWERS TO CORRESPONDENTS.

CHESS.

I. O. H. T.—Thanks for letter and problem; we are always glad to hear from you. We have had your suggestion in view for some time past, and only await a fitting opportunity to carry the matter into execution.

H. P. FREDERICK.—Your problem shall be examined, and reported upon next month.

W. COATES.—Your letter duly to hand; thanks for the problem, and promised information.

G. J. SLATER.—We appreciate your kindness in sending us the problems; they are very acceptable.

H. KEHDE.—It would be well, as a matter of precaution, in future communications, to say, "I cannot solve it," in the place of "this problem cannot be done." However, we are very glad to include you amongst our solvers, and trust to hear from you again.

D. DALY (New York).—Your problem can, unfortunately, be solved on the second move, thus: 2 B to Q B 2, 2 Aught, 3 Mates.

J. N. K. (Cambridge).—Please accept our best thanks for your last communication.

T. H. S. (Brompton).—If we received such inquiries, we should, of course, reply to them. It may be news to you that most of the replies referred to were given years ago, in the same terms, to other correspondents, in the columns of the *Era*.

J. L. (Potter's Bar).—We are much obliged for the information. Of course we rely, to some extent, upon readers assisting us in such matters.

J. C. ROMEYN.—We will deal with your letter, and the whole subject, next month.

WHIST.

THATCHED HOUSE CLUB.—I, original leader, lead a deuce of trumps. My partner wins with the Qn, and having Kg and two other trumps in his hand, does not return the trump, but opens another suit, and he alleges that this is correct play; and that in such a position, with such trumps, he would always wait for his partner to get in and lead again. Your opinion is requested on the point.—*Ans.* In our judgment an original lead of a trump 2 should be invariably returned, whatever trumps third hand has got.

S. S.—The trump card must always be taken into consideration in a lead of trumps. You must assume that the leader does so, and take care that you are not misled by this; e.g. with Q turned to our left, if we had to lead from Kg, Kv, 10, we should lead the Kv in preference to the 10, on the chance of the second or third player having the Ace. If the second has it, he will probably put it on. If third hand has it, he will not put it on.

A. O. M. (Calcutta.)—In our answer to a question in our last number, we wrote under the impression that the writer led up to an honour, instead of through an honour. This was a justification of A. O. M.'s play, and we cannot conceive any one finding fault with him for so playing, although, personally, we would not have so played.

N. O. V. (*New deal.*)—If any card, except the last, be faced, there must be a new deal.

CARD LITERATURE. (*Whist Pamphlets.*)—The new edition of Cavendish has not yet reached us. We believe Cavendish is engaged on a book on round games, which will appear before Christmas. The Blenheim laws of Loo have been printed for private circulation, and a set of laws on Vingt-et-un have been agreed upon by the Editors of *Bell's Life* and *Field*. An article of considerable interest on Odds appeared in the English Mechanic of Friday, the 13th ult., by Mr. Richard A. Proctor, who, we take it, is a careful student of our Papers. The writer has taken from these columns a number of curiosities, and then has shown the odds against such events happening, and the *modus operandi* for calculating such chances.

MAJOR (*Leading out of Turn—Penalty for so doing.*)—The dealer leads, out of turn, Spade King. The proper leader leads Heart King and Heart Ace, calling the Spade King each time. The dealer, before the Spade King is played, gets in, and the adversaries propose to call a suit. Objection made that the penalty has been elected, and cannot be changed. Reply then, we get no penalty at all.—*Ans.* A similar case was submitted to us in May 1870. The following is the case, and our reply:—"A leads out of turn, Z leads and calls the exposed card. He continues calling the exposed card for three tricks, when B, A's partner, gets in, Z then claims to call a suit. The exposed card has not been played, A having followed suit every time. Can Z still call a suit?—*Ans.* No, we think not. There is a choice of penalties. Z might call either the exposed card or a suit, when B got in. He has chosen to call the exposed card, and can continue to call, but, having called, although it did not come, he cannot change his tactics, and now call a suit." In consequence of a doubt being raised on the subject, we conferred with several leading players on the subject, and they all agree that this is the law, whilst, admitting as a rule, that it would be better that the law should be altered, so as to give a real penalty for such a serious offence. The rule has been understood as we decided for a number of years, and, in practice, it has been invariably acted upon. It would be well for players to be a little more cautious in exacting the penalty, for it appears to us that when the card is on the table the opponents mechanically call the card, when they know perfectly well that the player has one of the suit, and the call should be left to the player who can take the greatest advantage of the error.

CODRINGTON PAW (*Dummy*).—Dummy's partner won the game by five by cards out of his own hand. When he called the game, there were two cards left in each players' hand, and 3 in Dummy's, Dummy's partner having omitted to play a card to a trick. He gained no advantage by not doing so, having 4 by honors in his hand, with other leading cards. Can Dummy's partner score the game?—*Ans.* The question is not quite clear, but we think it means Dummy's partner leads a winning card, and he does not take a card from Dummy's hand. There is no penalty for this. The cards may be replayed; Dummy cannot revoke, because all the players can see what he is doing as well as Dummy's partner. Dummy is entitled to game if the pack was perfect.

P. S. N.—At Dummy, A leads a suit. Dummy 4th player. B, Dummy's partner, and second hand, plays a card from Dummy's hand before playing from his own hand. Can he, B, second hand, be called on to win or pass the trick.—*Ans.* B cannot be called on to win or pass the trick. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Your former letter never reached us, or it would have been answered, of course.

P. C. C.—It is a revoke, because your partner has played again.

E. D. (Gresham Club.)—If the dealer, whilst dealing, raises his hand so as to enable his adversary to see the bottom card, can the adversary demand a fresh hand?—*Ans.* No. An adversary suffers no disadvantage by seeing the trump card; on the contrary, he may gain by the information, in the event of the dealer exposing a card.

J. P. R. (Boston, U. S.)—(*Revoke.*)—A, X, B, and Z are playing Whist—Spade led. B trumps. A, his partner, takes the cards in hand, lifts them from the table, but, before laying on the pack says, "no Spades, partner?" B says, "hold on, yes." X and Z claim a revoke. A and B say, "No, the trick was not quitted." B had not led. Will you please decide.—*Ans.* The revoke is not complete until the trick is turned and quitted, or A or his partner has played again. (2).—Hearts led—third hand trumps, fourth over-trumps, and leads quickly. First hand of previous trick, before playing to the lead, says, to third hand, "no hearts?" andhe answers "yes." The cards have not been taken from the table. Is it a revoke?—*Ans.* No. The previous answer explains the law.

CRIBBAGE.

W. G. H.—The score of B is correct. The sequence counts, no matter how many cards it consists of, or how played.

The Westminster Papers.

1ST JANUARY 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE most important event of the past month is the publication of Mr. Wormald's long-looked for book, the contents of which we shall fully review in our next number. These awful mysteries, the Openings, are subjects much too solemn for idle whisperings, but we may be permitted to express here our conviction that Chess players, in every clime, will give a cordial welcome to the latest work of the most accomplished of the English brotherhood. The work is published by Morgan, 67 Barbican, and, in all externals, is the handsomest Chess book we have ever seen. Yet another *bonne bouche* is in store for Chess players; to all lovers of genuine humour it will be welcome news that Captain Kennedy is engaged in preparing for the press a new and enlarged edition of his *Waifs and Strays from the Chess Board.* The mere intimation of the fact reminded us that we had not read it more than a hundred times, so forthwith, for the hundred and first, we "did laugh an hour by the dial" over the "Fasciculus of Chess wrinkles," and the pictures of the "Divan in the Strand," in that remote period when the Chess room was the pleasantest club in all London. We predict for Captain Kennedy's *Waifs* a speedy harbourage.

The irrepressible Gossip "has the floor" again. He has written a letter to the *Queen*, complaining, as is his custom of an afternoon, of an unfavourable review of his book which appeared in that paper. Among other statements, he alleges that he has played two games with Mr. Wormald, and that each player scored one. Mr. Wormald "sees that and goes two better." We have his authority for stating that he never played Mr. Gossip, and that, to the best of his knowledge, he has never even seen him. Mr. Gossip has also renewed his oft-accepted challenge to Mr. Bird, this time with the proviso that the games shall be played in a room, from which certain well-known critics can be excluded. This is a notable device for evading criticism, but why not play the match on the top of Mont Blanc? or, if that is too far away, the Monument on Fish-street-hill, or the Cross of Saint Paul's might either of them serve the purpose in view.

The match between Messrs. Macdonnell and Wisker terminated some weeks since, and was won by the latter. This was not the first occasion upon which the players had met to test their strength over the chequered board; and as it may prove interesting to our readers we propose to record briefly their past achievements, and give the result of their hand-to-hand encounters. In 1862 Mr. Macdonnell first distinguished himself, by winning the fourth prize in the London International Tournament, Anderssen, Paulsen, Owen, Dubois, and Steinitz being the other successful competitors, in the order here assigned to their names. In 1868 he was beaten in the Challenge Cup Tourney, by Mr. Wisker, but made a much higher total score than that gentleman. In the same year he won the first prize in the Glowworm Tourney, defeating all his opponents; at the same time he also won the Mongredien prize, for which Mr. Wisker and many of the best English players contended. In 1870 Mr. Wisker won the Challenge Cup; on that occasion Mr. Macdonnell did not play. In 1872 Mr. Wisker again won the Challenge Cup, and thereby became the possessor of it. This was his greatest triumph, as his victories were then obtained over Messrs. De Vere, Blackburne, Macdonnell, and other excellent players. That same year he lost his game with Mr. Macdonnell in the Grand Tourney. In 1873 Mr. Wisker challenged Mr. Macdonnell to play him a match at the Clifton meeting. They played four games; Mr. Wisker drew one, and lost three. The last game in that match is, in our opinion, the best ever played by Mr. Macdonnell, and incomparably superior to any of his late performances. Two months ago Mr. Wisker again challenged his "conqueror," and avenged his previous defeat by scoring seven to his opponent's four games, four being drawn. How Mr. Macdonnell managed to throw away won game after won game must seem almost miraculous to those who do not know that even the steadiest players are often injuriously affected by circumstances external to the game. Immediately after his late defeat Mr. Macdonnell challenged Mr. Wisker to a fresh match. That challenge Mr. Wisker personally accepted, and some of the conditions were arranged. After this, without any further communication with the challenger, Mr. Wisker announced in the *Daily News* that he was not about to play any *(sic)* match with Mr. Macdonnell. But as the score in their past matches at present stands even, giving nine games to each, we trust these players will soon commence another fight, and so decide the unsettled question of superiority.

The sin of another prize winner of the B. C. A. problem tourney has found him out. One of the problems in the set, *Why so, prithee?* has been identified with a position published under Mr. Pavitt's name in the *Illustrated London News* on the 26th December 1868. The latter is a three move problem, and the only disguise attempted by the author of *Why so, prithee?* is to add a few Pawns and a move to the original, converting the conditions into a mate in four. Of course, now it is known that the author is the same in both these cases the offence is not so rank as it appeared at first. Nevertheless, we think that in a competition of

this importance a composer if he is obliged to have recourse to his old "ideas" for new problems should show us some improvement in his method of working them out.

The Committee of the British Chess Association have made their final award, and it is now decided that one of the problems contained in the set, *Look after the Cáby*, is the best "four mover" contributed to the problem tourney. Whatever faults may be found with the judgment, either in detail or as a whole, we believe the Chess world at large will be gratified that the affair has become a thing of the past. With neglect in the beginning, succeeded by an interregnum of mismanagement, there should be little wonder that the hurried finale is something like a muddle. But it would be very unfair to visit upon the gentlemen who have made the award the consequences of a responsibility rather forced upon than assumed by them. They are in the position of the survivors of a crew taken from a wreck in mid ocean. The ship was ill-found; possibly over laden, and the "man at the wheel" too strongly inclined to steer according to his own lights, instead of those provided by the owners. The result is known, and needs no further comment; but let us do justice to the acting committee, by acquitting them of blame. If they have failed to save the ship, they should not be held answerable for a disaster that was foretold in the action of the men who, seeing the true state of things, refused to sail in her out of harbour.

The following is a complete list of the prize winners:—

1ST PRIZE, £25.—Motto, "Look after the Cáby"—Lieutenant S. A. Sorensen, Copenhagen.
2ND PRIZE, £15.—Motto, "Ultima Thule"—Doctor Conrad Bayer, Olmütz.
3RD PRIZE, £10.—Motto, "Hoc ardua vincere docet"—J. H. Finlinson, Huddersfield.
4TH PRIZE, £5.—Motto, "Why so, prithee?"—W. S. Pavitt, Chelmsford.
5TH PRIZE, £4.—Motto, "The best laid schemes of mice and men gang aft a-gley"—Th. M. Brown, Brooklyn, U.S.
6TH PRIZE, £3— Motto, "All's well that ends well"—Vilhelm Nielsen, Copenhagen.
7TH PRIZE, £2.—Motto, "Auf wiedersehen"—C. Nadebaum, Tessin, Germany.
8TH PRIZE, £2.—Motto, "Ludimus effigiem belli"—Captain Luigi Rossata, Milan, Italy.
9TH PRIZE, £1.—Motto, "Work for money, but think for honour"—H. Frei Schmidt, Honolulu, Hawaia.

SPECIAL PRIZES.

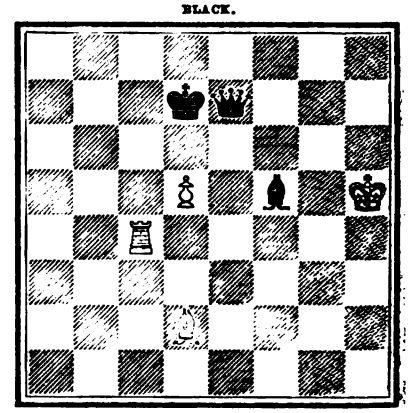
For the best four-move problem, £7.—Motto, "Look after the Cáby"—Lieutenant S. A. Sorensen, Copenhagen.
For the best three-move problem, £5.—Motto, "Where's the master? Play the men"—F. Healey, London.
For the best two-move problem, £3.—Motto, "Imagine"—J. Kling, London.

In the Problem Tourney of the Westminster Chess Club six sets have been thus far found to contain inaccurate problems. In this number, Problems Nos. 566 to 574, being considered correct, are selected from these sets, and, next month, we shall publish, although not in diagrams, one incorrect problem from each set, with, in each case, the examiner's analysis thereof. We adopt this course solely from a desire to inform the competitors of the reasons for their contributions being disqualified, and to give our Problem critics an opportunity of verifying the examiner's judgment.

There are few men who were so well known in the Chess world as Caleb Wright, who for the last 35 years managed the Divan. For true courtesy—for a sincere desire to please his customers—he had no equal. He died on Tuesday, the 15th ult., to the great regret of all who knew what a kindly unselfish man he was.

Probably few Chess players who observed in the obituary of the *Times* a few days ago an announcement of the death of Mr. William Bone recognised the name of a composer of Chess and draught problems. Yet, during the decade of years following 1837, Mr. Bone was a constant contributor to the Chess periodicals, and it may be said of his compositions that they at least take rank with those of any composer of his time. The majority of his Chess problems are "conditional," to mate with particular pieces, or on particular squares. In these he displayed a genius fully as subtle, although hardly so comprehensive, as his more famous contemporary, Bolton. But, in ordinary mates, he rarely soared beyond the construction of positions, which, from the overwhelming force allotted to Black, appear intended to serve no higher purpose than that of illustrating the advantage of "the move." In end games he was occasionally very happy, and, *in memoriam*, we reproduce a fair sample of his style in that branch of the art. Mr. Bone died in London on the 15th ult., in the 64th year of his age.

BLACK.



WHITE.

White to play and draw.

Mr. Brown's 50 move self mate, dedicated to Miron, and published in our last number, has received a terrible cropper from Messrs. Nash and Andrews. Some of our American contemporaries have discovered that mate can be effected in a less number of moves than Miron counts years, but our correspondents have bowled it over in 12! Mr. J. C. West sends a solution in the exact number of moves accorded by the author, a very meritorious performance indeed, and deserving our prize if we had designed it as a reward for industry only. But it was not so. The prize was offered for the *best* solution, and in Chess problems the best is always the briefest. Between the solutions furnished by

Messrs. Nash and Andrews there is nothing to choose, but as that of Mr. Nash was the first received, he wins by a point, and we therefore award him the prize. The following is the solution, in which, as Black's moves are all forced, only White's are given:—1 Q to Q 3, 2 R to K 2, 3 R takes K P, 4 Q to Q 2, 5 Q to B sq, 6 Q to Kt 2, 7 Q to R sq, 8 R to B 5, 9 Q to Q B 3, 10 R to K 5, 11 Q to K 3, 12 Q to Kt 3, and Black must take Q with P, mating.

The preliminaries of a match between Messrs. Zukertort and Wisker are under discussion, and it is probable that the tilt will come off soon after the holidays. The style of the players being essentially different, we may anticipate a highly interesting series of games from this encounter.

A new Chess club has been established at 314 Euston-road, and Mr. Frank Healey installed as first President.

The annual gathering of Chess players at the house of Mr. Gastineau, the late President, and one of the most esteemed members of the City of London Club, was held on Saturday, the 19th ult. We do not know how the inclemency of the weather affected other people, but we own to having succumbed to its terrors on that afternoon, and not even the anticipations of a hearty welcome and prodigal cheer could inspire us with courage to brave the pitiless storm of snow that reigned over London. We therefore contented ourselves with a few objurgatives directed against our luck, and a hope that there were plenty of bolder spirits than ourselves to form a merry crowd at Peckham. We have since been informed that our hope was most amply realized, and that henceforth Peckham, not Woolwich, must be considered the place to spend a happy day.

We learn, from *Sissa*, that a Problem Tourney is set on foot by the Dutch Chess Association. The competitors to send in 3 problems, not less than 3, nor more than 5 moves; 3 prizes, 1st 40 florins, 2nd 20 florins, 3rd 12 florins. A special prize of 50 florins to the best problem of the winning set. The Problems to be sent in before 1st April 1875, to the secretary, B.Van Der Haak, Kuenteidijk, 4 te's Gravenhage. *Sissa* continues the publication of the games played by Mr. Blackburne during his visit to Holland last summer. The games are very elaborately annotated, and the other contents of the number are up to the usual standard.

La Stratégie for December contains the usual number of well-selected games and fine problems. Among the items of news, we observe a notice of the death, at the ripe age of 81, of M. Carlini, an old opponent of Labourdonnais at the odds of the Knight. The editor informs us that the deceased veteran always possessed that "rare quality among Chess players, the power of bearing victory or defeat with equal good humour." The good old times, when a defeated Chess player knocked his adversary over the pate with the board are, of course, long passed, but even a display of temper over the game is only to be seen in England, at all events, among the people who know very little about it. Now-a-days no bones are broken, no blood is shed; the quarrelling for the most part runs to ink.

The most important article in the *Deutsche Schachzeitung* is the review of Von der Linde's "History and Bibliography of Chess," and next in interest is Schwede's critical Review of Herren Kohtz and Kockelkorn's collection of Chess problems. We hope to review both these valuable contributions to Chess literature next month. The *Deutsche* also notices the publication of a *Chess Catechism!* "Milk for babes, dear boys; milk for babes."

The *Austrian Schachzeitung*, besides the usual number of games from the Vienna Congress, contains some excellent problems by Willmers and Berger, and the annual report upon the finances of the Vienna Chess Club. From that interesting document all who read may learn what a fine thing it is for a club to have a Rothschild President. A contribution of 850 florins from Baron Albert converts an ugly looking deficit into a flourishing and handsome surplus.

We welcome the *Wiener Salonblatt* once again among our exchanges. Ably edited by Dr. Gold, the problems in this paper are uniformly excellent.

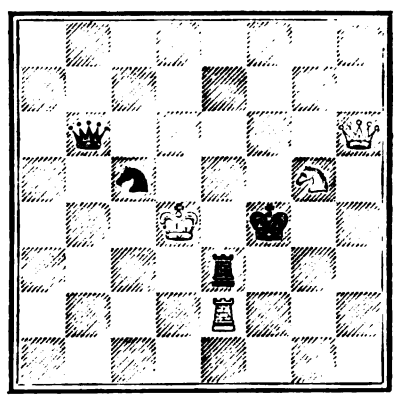
Our American exchanges, the *Turf, Field and Farm*, *Clipper*, *Hartford Times*, *Philadelphia Record*, *Watertown Reunion*, *Middletown Sentinel*, *Bridgeport Farmer* and *Danbury News* are, as usual, fresh and interesting alike in games, problems and gossip. The *Detroit Evening News* is a new candidate for Chess bays, and promises to well deserve the honour. The *Dubuque Journal* for December contains an agreeable melange of extracts from old books and contemporaries, and a very large quantity of original games and problems. The *Maryland Review* completed the first volume last month. We congratulate Mr. Hanshew upon the success which has attended his efforts to establish a good Chess organ in the South. The current number contains a contribution from Mr. Belden, of the *Hartford Times*, dedicated to the Chess players of Venus. The history of this and of a companion problem, which appears in the *Hartford Times*, has yet to be told, and we now propose to tell it, *ben trovato*.

During her recent trip across the Sun, Venus, in one of her several capacities, goddess of beauty, mother of love, or queen of laughter, or all three combined, dropped in at Hartford, and putting up, as all eminent persons do, at Allyn House, strolled round to Main Street, for a chat with Belden. The goddess was in right merry mood, and enjoying her holiday with a zest, intensified by the circumstance that of late Olympus has been anything but a pleasant abiding place. Jupiter, emulous of Lord Hertford and Mr. Pigott, has been very

"troublesome" on the subject of skirts and bodices. Juno and Pallas have been "quite spiteful," Mercury has turned out a "prig," Mars a "bear," and Vulcan has been boring every one, beseeching the privilege of a private cloud for a proposed Chess match. So, said the sprightly goddess, I concluded to sling around in this direction, for a "bit of fun." Then ensued shrieks of laughter, which, heard distinctly at 294 Bowery, roused the pensive Mackenzie into sympathetic chuckles. The sound, gathering volume as it sped, rolled on to the Larches, in New Hampshire, awakening Miron junior, and, echoing at Dubuque, scared four and twenty harmless, necessary springers into untimeous labour and distress. There and then this lively pair concocted two problems, one in the shape of a V, to be dedicated to Venus herself, the other, representing a star, to the possible Chess players inhabiting the planet that bears her name. Although our informant insists upon it, we doubt if the goddess had much concern with the latter problem. There is an earthy flavour about it, and, like Man, it is fearfully and wonderfully made, but in the former can be discovered all the graces of the one composer combined with the fire and subtlety of the other. We give both these problems, assuring the reader that

FROM THE "HARTFORD TIMES."

BLACK.

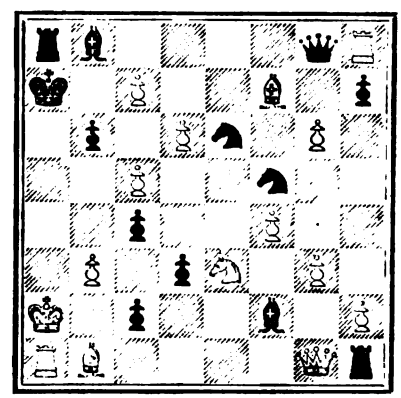


WHITE.

White to play and mate in four moves.

FROM THE "MARYLAND REVIEW."

BLACK.



WHITE.

White to play and mate in three moves.

we place no trust in our informant, a New York reporter, whose story is, that happening to be under a cloud on the 8th of December, he caught Venus on her way into it, and interviewed her on the spot. We infinitely prefer to believe the author's own account, but for that, and many other matters of pith and moment, as well as mirth-moving, we refer our readers to the *Hartford Times* and the *Maryland Review*. Both papers bear witness to the fact that a little pleasant ideality is not inconsistent with a sincere desire to promote the cultivation of the game in its sterner aspects, and that an admixture of jest and earnest may be more effective in its teachings than the most rotund utterances of the most solemn prig.

We observe that most of our American contemporaries have taken up the proposal of the *City of London Magazine* for a correspondence match between Mrs. J. W. Gilbert of Hartford, Connecticut, and Miss Rudge of Leominster. The *Hartford Times* apparently considers that there is no disinclination on Mrs. Gilbert's part to engage in the match, and matters having gone so far we shall hope that no difficulty will arise in England. We think, however, that the inferior atoms of creation on both sides of the water should be called upon to provide a trophy for the victrix in the contest.

We do not hear much note of preparation for the Centennial Congress of 1876, but possibly the absence of "cry" denotes a plenteousness of wool. While upon this subject, we venture to express a hope that the Committee will not omit to include an International Problem Tourney in the scheme of the Congress. With such learned and accomplished critics as Gilberg, Carpenter, Hazeltine, and Cook for judges there need be no misgiving that the result of an American competition will be beneficial to the art and satisfactory to the entire Chess world.

The New York Congress of 1857 brought prominently before the world a Morphy in one branch of the game, and a Loyd in the other. The fame of both, and the consequent renown of American Chess, now extends from shore to shore, from world to world. We trust the Philadelphia Committee will give History an opportunity to repeat itself in 1876, an opportunity for which, if there is any truth in tradition, the genius of history is ever on the watch.

In our day it is a commonplace proceeding to put a girdle round about the earth in less than forty minutes, and, therefore, a step from the States to the Antipodes should not shock the mind of the slowest thinker. In the Australian Colonies the game has advocates and exponents lacking neither in ability nor enthusiasm, and their several "organs," as a distinguished foreigner of our acquaintance designates the Chess-columns, furnish ample evidence of its flourishing condition.

The *Leader*, *Australasian* and *Town and Country Journal*, of Melbourne, the *Town and Country Journal* of Sydney, and the *Observer* of Adelaide are, and always have been welcome visitors to us, and we are glad to observe that as they become more widely known in England, they are as cordially received by others. The most interesting piece of intelligence from Victoria is the result of the annual combat between the married and single members of the Melbourne Club. In this match the bachelors have contrived to reverse the verdict of fortune in last year's encounter, when they were beaten in the proportion of five games out of seven. On the present occasion they scored five, lost three, and (perhaps a widower was opposed) drew one. Mr. Goldsmith, a young equity barrister, and the present holder of the Melbourne Challenge Cup, played for the bachelors against Mr. Burns in this, as in last year's match, and again succeeded in defeating his formidable adversary. The combatants and several members of the club were entertained after play at a champagne supper, given by the President, Mr. P. D. Phillips, and the evening, as a correspondent informs us, was spent in jollity and good fellowship.

In Sydney on every side was heard war's dreadful note of preparation for the annual tilt, which was to come off on the 9th of November last, between the players of that city and Melbourne. Although the Sydney players have not succeeded in winning any of the four matches already contested between the same clubs, they have not bated one jot of heart, and are resolved to meet the adversary with a courage that, although it cannot command success, always covers defeat with a halo of glory. May the best men win, and to them and to all of our readers, "A Happy New Year."

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THE *Sportsman* has written as it was wont to write, and we can only express our regret that a writer possessed of such power as Mr. Wisker, should have forgotten the obligations of a public writer, to himself and the public. We can now discuss, in an impartial spirit, the question of copyright. The *Sportsman* contends that Chess games are protected by the law of copyright. We say that any players, playing in public, cannot prevent any person taking down, and publishing the games. Copyright formerly existed at common law. The common law, so far as books are concerned, was abolished by the statute of Anne, and all the best lawyers that have written on the subject agree that the common law has no longer any reference to the subject. The House of Lords, in the case of Donaldson v. Beckett (1774), decided, that whether copyright did or did not exist at common law, the statute of Anne abolished it. In the case of Boosey v. Jeffreys, various questions were submitted to the judges for their opinion. Chief Baron Pollock said:—"The weight of authorities was against the existence of copyright at common law. The defendant argued, that an author had the same property in his composition, being his own creation or work, as a man had in any physical object produced by his personal labour. But if such a property existed at common law, it must commence with the act of composition, be independent of reduction into writing, and be liable to be withheld from, or offered at an unreasonable price to the public. It must exist in every offspring of man's imagination, however important or mean, *e.g.* in the discovery of the scientific man, or in the grimace of the clown. Copyright did not exist at common law." Baron Alderson said it seemed settled that copywright was created, or now depended on the Act of Anne. He agreed that no British author had copyright at common law. Baron Parke said the weight of authority, and the opinion of foreign judges administering English law, were against its existence. Lord Kenyon, and the majority of the American judges in Wharton v. Peter, were against its existence. Lord Brougham said copyright was the mere creation of legislative enactment, and had no existence at common law. Lord St. Leonards agreed. There were judges that took a contrary view, but we do not think that any one will venture to dispute that the weight of authority is against any common law right. The advocates of the copyright theory are, therefore, driven to the statute, and it would puzzle a Philadelphia lawyer to find one word in the statute that will support their view. The statute of Anne refers simply to books. The statute of 5 and 6 Vic. c. 45 interprets a book to mean "every volume, part of, or division of a volume, pamphlet, sheet of letter-press, sheet of music, map, chart, or plan, separately published." Can any one argue that a game of Chess, before publication, can come within either of these words? But the players have difficulties on the subject that they do not attempt to meet. If the games are property, in whom do they vest? The *Sportsman* says, that "the games played under the British Chess Association management are vested in that body; a game played in the City of London Club belongs to that club." That is begging the question. These bodies have done nothing to come within the statute. The right (if any) is conferred to afford greater encouragement to the production of literary works of lasting benefit to the world. Even if

those bodies had any rights (which we deny), what becomes of the theory that the games belong to the players or their assigns? If it belongs to the players, in whom do the games vest? The copyright in Mr. Wisker's move cannot belong to Mr. McDonnell, or *vice versa*. The move belongs (if to any one) to the inventor, and it cannot be the invention of the opponent. Copyright cannot exist in what is in the brain of the player. The move may be in the player's brain, but it would be nonsense to argue that there is copyright for moves in the brain; and we should like to see the deed of transfer of an ethereal nothing—a thing which does not exist. Serjeant Cox, himself, cannot frame such a document, with the aid of the spirits from the other world. The original ideas which spring up in the player's brain, and which he has not divulged, are beyond "the reach of the common law of property in this country, because they have not physical existence," (Phillips). If judicial authority be sought for the statement, "that no property can exist in incorporeal ideas until embodied," it may be well to look at Abernethy and Hutchinson, 1 H and T 39. Let us turn from the law to the policy of the law. We compared a game to a speech. No copyright exists in a speech. As the words are uttered, the reporter can take them down, and publish them, and the author cannot stop the publication. The *Sportsman* asks, "why should we compare a game to a speech rather than to a novel?" The answer is, *we* do not make the distinction. The statute gives protection to the novel, but not to the speech; a lecturer is in a somewhat different position to the speaker and the novellist; he can, by giving notice of the lecture to two Justices of the Peace, within five miles of the place where the lecture is to be delivered, protect his rights by 5 and 6 William IV. cap. 65 sec. 5. But then, so jealous is the law, that it requires this notice to be repeated every time the lecture is delivered, or he loses his copyright. These regulations were not made without thought or consideration; it is part of the policy of the country, and the reason may be more apparent if we give some examples. Any person may take another's novel, and dramatise it, Read v. Conquest, 9 C B N S 755. Any person can publicly read or recite another's book; both of these are hard cases. Lord Macaulay made some magnificent orations; like the rest of mankind, he was once young, and he made, what he afterwards thought, some foolish speeches, which he desired to suppress; Mr. Vizetelli collected all the speeches, and gave to the world the bad speeches and the good, and Lord Macaulay could not stop him, and, had it not been for the enterprise of the publisher, we have it on record that these speeches would have been lost. We suppose no one now doubts the honesty of John Bright; he published his speeches, but on reference to these it will be found that there were suppressed two most brilliant attacks on Lords Russell and Palmerston. To read the speeches, as they were delivered, we have to turn to the pages of Hansard, and the unauthorised edition of his speeches; it is to the interest of the public to know what these great men said, and to propose in Parliament that men should have the power to suppress their public utterances would be futile. The objection of the legislature to suppressing books after an author's death is distinctly stated in the 5th sec. of the Act of Victoria? To turn from great things to small, why is it, then, the interest of the public to have publicity in Chess matters? We answer, to insure honesty in the play. Is there any man in the Chess world, with a knowledge of its doings for the last half century, that has not heard that this or that match was squared; we do not assert the fact, but we do assert that this view is general. Would any one back players on the assumption that they were to play in private? why, so great is the doubt of the honesty of the players that, in our judgment, those who would be so backed could be numbered on the fingers. If playing for money is to the advantage of the players, and to the advancement of the game, the players must submit to proper safeguards. Far be it from us to suggest any doubts of the honesty of the play in the last match. Each player, we are sure, tried his best. But who would have believed that two players, who over the board play so well, could so muddle themselves by time as to make such a wretched exhibition of their skill as in this match. Nay, if these games had been played in private we doubt very much whether the same suspicions that have been cast on other matches would not have been equally thrown on this, and that would mean ruin or degradation to these gentlemen. To our mind it was extremely fortunate that this match was played in public. The public find money for matches, and the backers have their rights. The public bet on the event, and the bettors have their rights, although undefined. In the event of the International Tourney coming off in America, the public, on one side of the water or the other, will be asked to find money for the players to go. Fancy the American public selecting three or four players from Europe to go to America to play on the strength of any games played in private. Why they know, as we know, games have been suppressed by players of our day. Games have been manufactured to make the public believe in the strength of a particular player; moves have been suppressed and altered to advance, or injure, a player's reputation; and games have been taken and printed as their own, games that belonged to another; and even in the problem department we have had what some people deem dishonesty. It is therefore to our thinking good alike for the players and the public that games should be played in public and reported; and that they should be noted and analysed by independent critics. Mr. Wisker notes games well, and he ought to know more of the games that he has played than other people. Yet there are points that he may overlook, and mistakes that he may not see. It is not easy to comment on your adversaries' moves, or to praise or blame your own; and it is not always policy to point out early in a match that a given move is unsound. Again are handicaps things of the past? and how are the handicappers to know the strength of the players but by their public performances?

It is not so long ago that a player threatened the *Field* that he would never give them another game. The *Field* replied, "another game of yours shall not appear." Whose loss is this but the player's and the public's? We would ask the players what it is in this match that they desire to be immortalised? Is it their openings, or their endings? As to the first, those bloated aristocrats, the ancients, or the foreigners, we fear, anticipated them in all that was good; and neither the ancients nor the foreigners (except by treaty) have any copyright in this country. A young editor may, of course, assume that the Chess column is a paying column; it is painful to destroy the illusions of youth, but of this we are certain, if there be in existence a column that pays the cost of putting it up (which we do not believe), it is not the game that makes the column pay. To sum up our views we say:—

1. That the law gives every one the right to take down and publish any game played in public.
2. That it is to the interest of the public that this right should not be taken away.
3. That it is alike to the interest of the players and the public that this right should be exercised by the independent press.
4. That the publication of games in particular papers, noted by the Editors of such papers, is not a sufficient protection to the public.
5. That players in a public match become quasi public men, and must submit to the criticism of their acts in the same way that other public men do, and they cannot have the sweets without the bitters.

We owe an apology to our readers for bringing before them, at such length, a question about which, outside the Chess world, no one ever expressed a doubt; the Chess world thinks otherwise. The law and the argument is, therefore, intended to show that there is another world besides the Chess world, which the players of the day are too fond of ignoring; to them, the Divan is the public, and the rest of the world are but so much dross; they live in an atmosphere of smoke and fog, and they deny that elsewhere the sun shines and that the sky is blue. The Chess players believe that after Adam and Eve were created the Almighty, to crown the edifice, made the Chess player. The law does not admit their god-like qualities, but treats them just like other men. A prize fighter could not object to criticism of his performance; if he showed the white feather, *Bell's Life* would have said so; if a horse is improperly trained or ridden, the *Sportsman* would say so; if the horse were pulled, the character of that paper has very much changed if it did not say so. If an actor plays ill, or does not know his part, the press comment on his conduct. Billiard players are criticised, so are cricket players, football players, bicycle riders, and runners, and their performances are duly chronicled. Why should the Chess players be different from all these?

REVIEW.—WIENER SCHACHCONGRESS.*

THE drama which was played on the Chess stage at Vienna in the year 1873 is now finally concluded, by the usual epilogue of each International Tournament (except the one in Baden-Baden),—the Book of the Congress. Faithful to the motto of the Austrian Empire, "viribus unitis," the book in question is the joint production of two gentlemen, especially adapted for the accomplishment of this task, one being secretary of the Tourney, and editor of the *Austrian Schachzeitung*, the other editor pro tem of the *German Schachzeitung*.

A short history of the Chess Congresses preceding the Viennese is given. We notice here four mistakes, which we hardly expected from editors so closely connected with the Chess World. It is stated that among the competitors of the 1851 Tourney were three Germans (Anderssen, Horwitz, Mayet), two Hungarians (Lowenthal and Szen), one Pole [?] (Kieseritzky), and ten Englishmen, among whom we find Mr. Lowe. The next line tells us that the three Prizes were taken by Anderssen, Wyvil, and Williams, whilst Staunton did not obtain any; but the editors could have easily learnt that there were eight Prizes, and that Staunton won the fourth. The introduction of the limits of time is attributed to the Paris Tournament, where, we are told, the players had to make ten moves in an hour—two mistakes in one line. The fact is that this time limit was introduced in the year 1861, on the occasion of the Bristol Tourney, in the match Anderssen v. Kolisch, and the same rule was observed in the International Tournament of 1862 in London, of 1865 in Dublin, &c. The new regulation in Paris was to play 20 moves in an hour, with the ridiculous proviso that each player might buy time.

The following pages are devoted to the history of Austrian Chess; as introduction to the history of the Tournament itself. Herr Lehner presents us with a hymn to the champions, the delivery of which this gentlemen luckily escaped by the departure of the winners. The late issue of the programme compelled the committee to send it over to America by telegraph, and we are told that P. Morphy and Captain Mackenzie received invitations in this way. One paragraph of this programme is, we may hope, superfluous. "All private arrangements, which may influence the result of the Tournament, are illegal, and may cause exclu-

* "Der Erste Wiener Internationale Schachcongress." Edited by H. Lehner and C. Schwede. Leipzig: Veit et Comp.

sion from the Tourney." It is always the wiser course to presume that we have to deal with gentlemen, and if not the conspirators will probably not bring their designs before the committee.

The list of the competitors is followed by a report on some negotiations of the committee with other masters in Caïssa's kingdom, who, however, did not come, and by names of the visitors who came, but did not play. The consultation game, played before the general contest (see WESTMINSTER PAPERS, August 1873), is published, with notes by Anderssen, and is considered as revanche for the similar fight at Baden-Baden (see WESTMINSTER PAPERS, August 1870), because, in both cases, England and Germany were opposed. The short notice concerning the drawing for pairs is followed by long polemics on the weakest point of the whole arrangement,—the scoring by matches. The chief argument for it is, that the scoring by games includes a disadvantage, especially for the strongest competitors, on account of the drawn games; to prevent, therefore, this small influence, the scoring by matches is introduced, where the player who won the first game is not only induced, but bound, for the benefit of his score, to play the two next games for a draw. We think this is casting out devils through the prince of the devils. To show how preposterous the Vienna arrangement was, we propose to our readers the examination of the following scores, made out according to the Viennese arrangement.

	GAMES.			MATCHES.		PRIZE.			GAMES.			MATCHES.		PRIZE.
	Won	Lost	Drawn	Won	Lost				Won	Lost	Drawn	Won	Lost	
A	22	11	0	11	0	I.	}	or	A	11	0	22	11	0	I.
B	21	2	0	10	1	II.	}		B	20	1	2	10	1	II.

We find next the report of the results day by day of the Tourney, with special remarks on each game, which are by no means correct, but our space does not allow us to go into these particulars. This chapter concludes with the notice that the result of the Tourney was at once telegraphed to the London morning papers,* but the editors seem not to know that New York, Calcutta and Melbourne obtained the news in the same way, *Steinitz first, Blackburne second.* The list of the prizeholders is followed by two others, one giving the score by matches, the other the score by games; the latter gives as Mr. Blackburne's score, won 20, drew 3, lost 10; in fact he lost but 9.

The next chapter contains two articles of the Viennese daily press on the Tourney, on the competitors, and the result. Especially interesting is the personal descriptions of the champions, which are sometimes rather comical.

After a few remarks on the result of the Tourney, and the merits of each combatant, the editors deal with the results. We notice here the thankful acknowledgment to the committee for the whole management, by Anderssen, in a letter to the editor of the *Austrian Shachzeitung;* by Rosenthal, in *La Stratégie,* September 1873; and by the English players, in THE WESTMINSTER PAPERS, October 1873; then the tedious polemics against an article of E. Falkbeer on the Tourney. The whole homily of this gentleman is rather in the fashion of the elderly uncle, who praises the good old times, and it ought to be treated better, or not noticed at all, because the defence of the editors is not only very weak, but strengthens the adverse case. To the argument that they do not know whether Newton and Gauss were strong Chess players, they may bring forward Anderssen, Lange and Suhle as representatives in the Chess world of mathematics, law and philosophy, we may but answer *si tacuisses, philosophus mansisses.* It was more to the purpose to state the simple fact that, Chess being so difficult, requires more time to excel in it than a man like Newton would think proper to devote to it. If the editors thought themselves obliged to quote eminent men among the Chess champions, Buckle or Von der Lasa were better examples.

A report on Paulsen's blindfold performance after the Congress, on the banquet in honour of Mr. Steinitz, and a short biography of the conquering hero's Chess career conclude the historical part of the book.

The second part contains the 164 games played in the Tourney. They are arranged, accordingly to the time they were played, each days' games together, which, we think, very unsuitable for the student. The course adopted by Mr. Lowenthal in his book of the Congress (1862), to give together all the games of the winner of the first prize, then those of the second victor, and so on, seems to us to be far preferable. We do not warrant the correctness of all the notes,† but two of them are so well adapted, not only for the game in question, but also for many Chess players and Chess masters, that we think we ought to give them. To the game 21, Dr. Meitner v. Rosenthal, which White resigns at the 73rd move, we read, at move 19 "the game is decidedly won for Black. Its long continuation offers no interest whatever, and seems, to us, rather unnecessary;" again, at move 48, "White was perfectly justified in resigning, at this point, this very tedious game." Among the games we may point out the following as especially interesting, without intending, however, to disparage the merits of any of the competitors, whose performances we may, perhaps, have not mentioned. No. 6, Dr. Meitner v. Anderssen, draw; No. 20, Dr. Fleissig v. Paulsen, won by the latter;

* The first six or seven telegrams which reached the metropolis were from our own correspondents, and sent by us to all the papers who have Chess columns.—ED. WESTMINSTER PAPERS.

† The only Chess paper whose opinion is often quoted is THE WESTMINSTER PAPERS.

No. 37, Rosenthal v. Anderssen, won by the former; No. 49, Rosenthal v. Anderssen, won by the latter; No. 61, L. Paulsen v. Rosenthal, won by the former; No. 72, L. Paulsen v. Anderssen, won by the latter; No. 78, Anderssen v. L. Paulsen, won by the former; No. 93, Steinitz v. Paulsen, won by the former; No. 101, Steinitz v. Anderssen, won by the former; No. 104, Blackburne v. Pitschel, won by the latter; No. 107, Anderssen v. Steinitz, won by the latter; No. 121, Blackburne v. Anderssen, won by the former; No. 128, Blackburne v. Dr. Fleissig, won by the former (103 moves!); No. 132, Rosenthal v. Heral, won by the latter; No. 139, Steinitz v. Bird, won by the former; No. 154, Blackburne v. Rosenthal, won by the latter; and at last No. 163 and 164, the games of the final match for the first or second prize.

As Tourney curiosities, we give to our readers the two following games, which will be hardly called specimens of first rate skill:—

EVANS GAMBIT.

White. Anderssen.	Black. Rosenthal.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to R 4
6 P to Q 4	6 P takes P
7 Castles	7 P to Q 6
8 Q to Kt 3	8 Q to B 3
9 R to K sq	9 K Kt to K 2
10 B to K Kt 5	10 Q to Kt 3
11 B takes Kt	11 K takes B
12 P to K 5	12 K to B sq
13 Q Kt to Q 2	13 B to Kt 3
14 Kt to K 4	14 Kt to Q sq?
15 Q to R 3 ch	15 K to K sq
16 Kt to B 6 ch	

and mates in three more moves.

QUEEN'S GAMBIT.

White. Blackburne.	Black. Fleissig.
1 P to Q 4	1 P to Q 4
2 P to Q B 4	2 P takes P
3 Kt to K B 3	3 P to Q Kt 4
4 P to Q R 4	4 P to Q B 3
5 P to K 3	5 B to Q 2
6 Kt to K 5	6 P to K 3
7 P takes P	7 P takes P
8 Q to B 3	Resigns.

This Chessikin was the deciding game of the match, each player having won a game. As Black only loses the exchange (8 P to B 3), it is rather surprising that he strikes his colours so early in a game of such importance.

Direct victims of the time limit were two players, Pitschel and Dr. Fleissig, although many other games were certainly lost by want of time for consideration, as is easily proved by the circumstance that mistakes and blunders very often happen just about the 20th and 40th move. Pitschel forfeited a game against Steinitz, Fleissig against Schwarz; in both cases, however, the winner by time had also the best of the contest. Here we notice a glaring mistake in the book of the Congress. To the position in the game Steinitz v. Pitschel, resulting after the first 14 moves, which we give, the Editors remark:—

FRENCH GAME.

White. Steinitz.	Black. Pitschel.	White. Steinitz.	Black. Pitschel.
1 P to K 4	1 P to K 3	8 Kt to K 2	8 Kt to B 3
2 P to Q 4	2 P to Q 4	9 Kt to Kt 3	9 B to Q 3
3 Kt to Q B 3	3 B to Kt 5	10 P to B 3	10 R to K sq
4 P takes P	4 P takes P	11 Kt to R 4	11 Kt to K 5
5 Kt to B 3	5 P to K R 3	12 Q Kt to B 5	12 Q to B 3
6 B to Q 3	6 Kt to K B 3	13 Q to R 5	13 B to B sq
7 Castles	7 Castles	14 P to K Kt 3	14 P to K Kt 4

"Black lost the game by transgressing the time.* It was by no means so favourable for Black as it was contended in the Viennese papers, because the move 15 P to B 3 is satisfactory for White, *e.g.* 15 P to B 3, 15 B takes Kt, 16 Kt takes B, 16 Q takes B, 17 P takes Kt, or 15 P takes Kt, 16 P takes Kt, 16 P takes K P, 17 Kt takes P at R 4 (the Editors overlook here that White can win the Queen by 17 Kt takes P ch!) 17 Q to Kt 2, 18 B to Q B 4, or 15 Kt takes Kt P, 16 P takes Kt, 16 P takes Kt, 17 Kt takes P ch. Black would maintain an advantage by 15 Kt to Q 3." Unfortunately for the Editors, or rather fortunately for Mr. Steinitz, the proposed move 15 P to B 3 is not White's best continuation, but 15 Kt to K 3, and after 15 P takes Kt, 16 Kt takes P, 16 Q to B 4 (or A) (if 16 Q to K 3, 17 B takes Kt; if 16 Q to Kt 3, 17 Q takes Q, 17 P takes Q, 18 B takes Kt; if 16 Q to Q 3, 17 B to K B 4) 17 Q takes Q, 17 B takes Q, 18 P to K Kt 4, 18 B to Kt 3, 19 Kt takes P, and 20 Kt takes R, with the superior game; (A) 16 Q to Q sq, 17 R to K sq, 17 Kt to Q 3, 18 B takes P, 18 R takes R ch, 19 R takes R, 19 B to K B 4 best (if 19 Kt to B 4, 20 R to K 8!) 20 Q B takes B, 20 Q takes B, (if 20 B takes B, 21 Q to R 6!) 21 B takes B, and White has the far superior position, and is two Pawns ahead.

The last pages of the book contain three problems; the first one, a four-mover, by R. Willmers, dedicated to the four victors; the second, a three-mover, by H. Lehner, dedicated to Mr. L. Paulsen;† and the last, a four-mover, by C. Schwede, dedicated to the twelve competitors of the Tourney.

* The first hour of the second player was already expired.

† This Problem being the composition of one of the editors, it is rather strange that it should be praised in a note by his partner.

MY OLD FRIEND.

I HAVE a friend, who ne'er forsakes,
In poverty or sorrow,
Love to my wife who never makes,
And never wants to borrow.

Through chequer'd scenes and lengthened strife
His face was always shining;
His friendship claims not fork and knife,
Costs no expensive wine-ing.

How well he wears! though sixty-four
When first we came acquainted,
Almost as fresh as when of yore
His open face seem'd painted.

His youth departed, many a score
Now melancholy musters;
Hail to the age that scorns to bore,
Or groan at vanish'd lustres!

No trace is there of trials told,
Of aggravating losses;
Vicissitude—that in his fold
Even a Bishop crosses.

Neither a white man, nor a black,
Nor negro, nor mulatto,
Half black, half white, with color'd back,
Gay as a card of Chatto,

He stays within a noted square,
Essential for position,
Where play and parties banish care,
And puzzle the physician.

His speculations, day by day,
Depend on his deposit;
While Stockmar wit secured—they say—
Admission to the Closet.

Not separated by decree,
Yet hapless in his matches,
His countenance—on scrutiny—
Betrays some tell-tale scratches.

No truckling in his plain address,
No bitterness offending,
He's straight and true—no more, no less—
In character unbending.

My friend has all his deeds at home,
More than five dozen houses;
And many a field wherein to roam,
Yet ne'er with draughts carouses.

No crabbèd, grasping, greed for pelf,
His genial nature fetters,
Content to lie upon the shelf,
And make way for his betters.

Willing to wait, without a fuss,
On sudden friends in-looking
A composition to discuss,
And lend a hand in cooking,

His rank's retained without a slur.
The opposition thwarting,
He is a cabinet minister
For progress sound supporting.

More dull, yet softer to the eye,
Time but his virtue mellows,
Whose civil service doth supply
Fine openings for good fellows.

Philosophy his crown has Milled,
No taking down resenting;
Though with hard lines his sphere be filled,
No heartless cut lamenting.

Stale is his taste—example Bright,
And excellency crowning
Sticking to the "remains" of White,
Blackie, and even Browning.

Appearing wooden—quite a flat—
Yet no one takes a rise, Sir;
(The searching insight lurks so pat,)
From him, he's far too wise, Sir.

Knowledge of men, of every set,
He's gained experimental;
With royalty has daily met,
With poor men and with gentle;

Knows how some fall through luckless knocks,
Some lie by sloth corroded;
How some are in a horrid box,
With insides over-loaded;

How these are apt to lose a head,
And those to miss their footing;
Which bony democrats, dyed red,
An end to kings for putting;

Who, steady students of the books,
Start forth like arm'd Minervas;
And who, too careless of their rooks,
Are wretched game preservers;

How taking off, on this world's stage,
Facilitates on getting;
And setting up—life's war to wage—
Must follow an upsetting.

My friend is down to every move,
How faithful each reflection!
O! how his upright columns prove,
The value of inspection!

He offers, masterly, a piece
Of serious information;
From silly sacrifices—cease,
Learn timely—resignation:

For contemplation fitly framed,
And amicable wrangle,
An Isaac Walton might be named,
So perfect at the angle.

One fault, alas! his fame doth wreck,
(Too common to be funny;)
Though always ready with his cheek,
He's never with his money.

Strange mingling here of saint and sin!
So dull was ne'er so able;
No mortal ever was so thin,
Or pleasanter at table.

Friend! of all other friends the lord,
Most generous and great, Sir;
Shall Norfolk man reject his board,
If nothing's paid for '*mate*,'* Sir?

No, my old Board! through well and ill,
Long years and various weather,
I've cherished thee—shall cherish still—
And we'll break up together.

CHRISTMAS 1874.

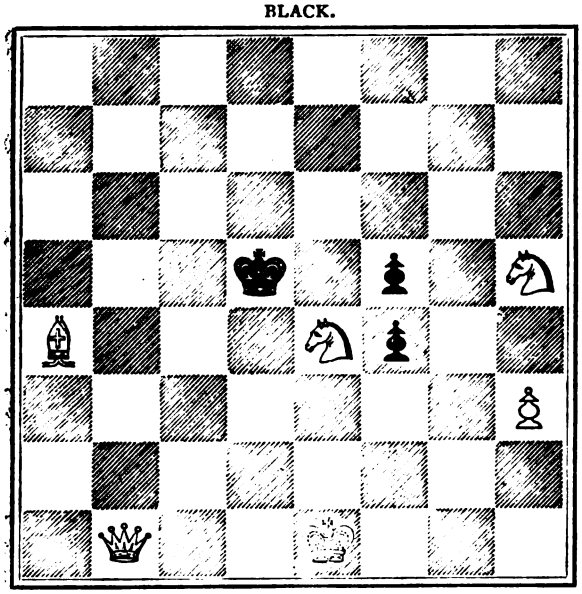
I. O. HOWARD TAYLOR.

Note by the PRINTER'S DEVIL.—* Stale meat?—Norfolk dialect.

PROBLEMS.

PROBLEM No. 553.—By F. W. LORD.

BLACK.

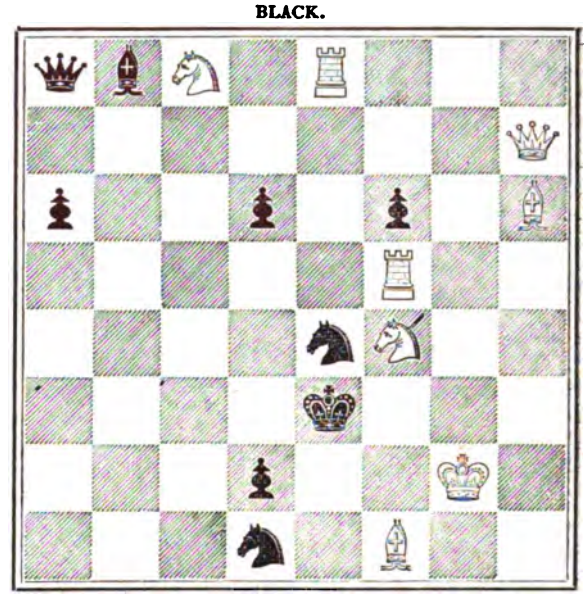


WHITE.

White to play and mate in three moves.

PROBLEM No. 554.—By F. HEALEY.

BLACK.

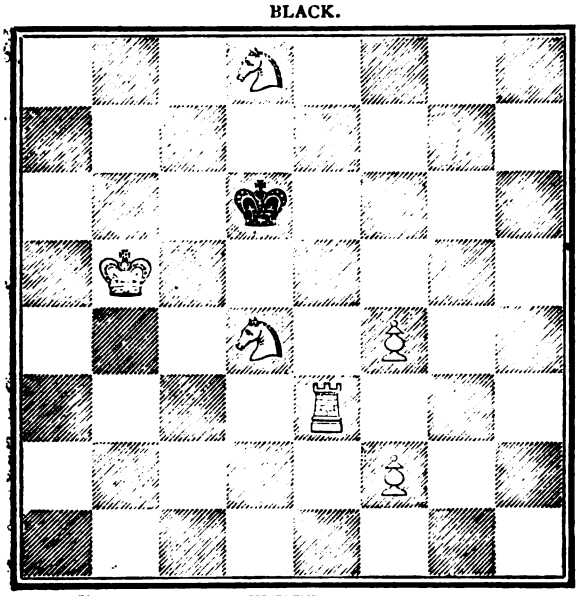


WHITE.

White to play and mate in three moves.

PROBLEM No. 555.—By WM. COATES.

BLACK.

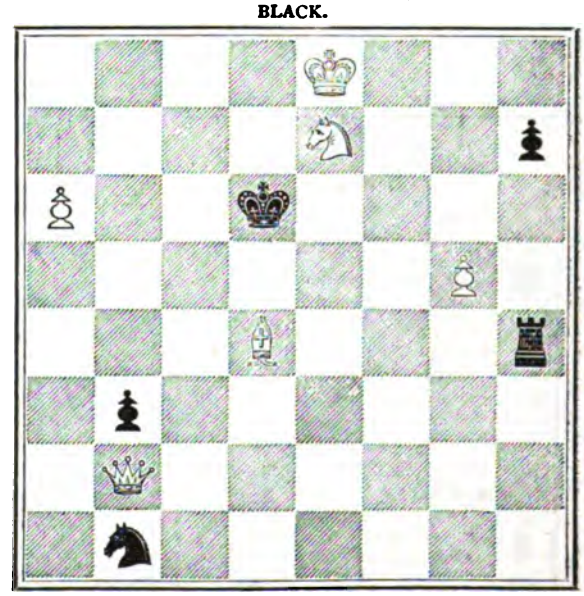


WHITE.

White to play and mate in four moves.

PROBLEM No. 556.—By J. MENZIES.

BLACK.



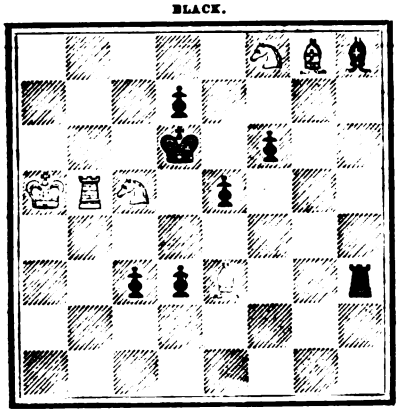
WHITE.

White to play and mate in three moves.

PROBLEMS.

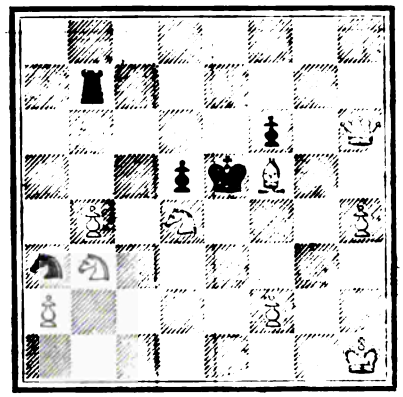
THE WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

No. 557.
"My house is my Castle."
BLACK.



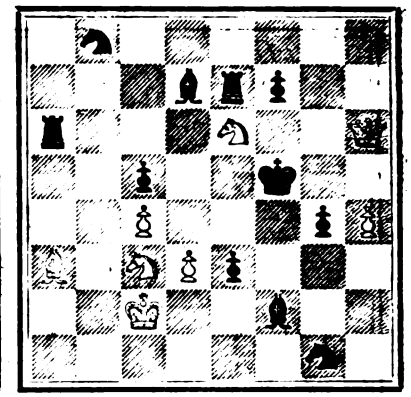
WHITE.
White to play and mate in four moves.

No. 558.
"My house is my Castle."
BLACK.



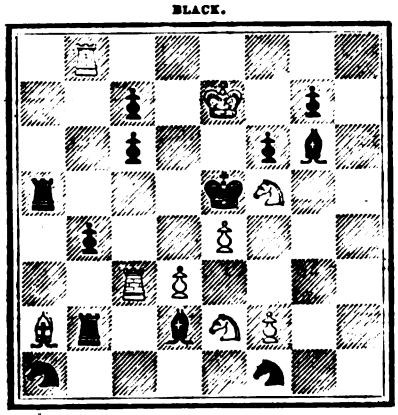
WHITE.
White to play and mate in three moves.

No. 559.
"My house is my Castle."
BLACK.



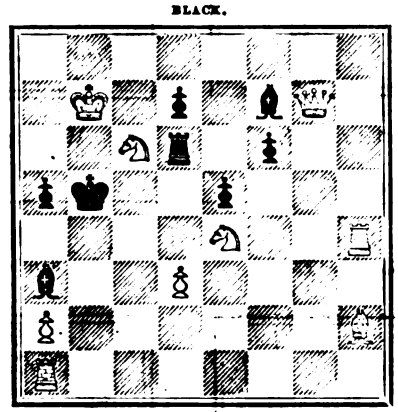
WHITE.
White to play and mate in four moves.

No. 560.
"Heads or tails."
BLACK.



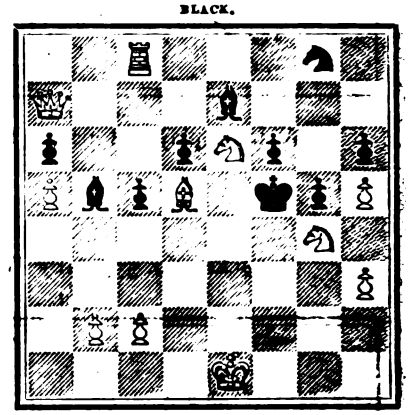
WHITE.
White to play and mate in four moves.

No. 561.
"Heads or tails."
BLACK.



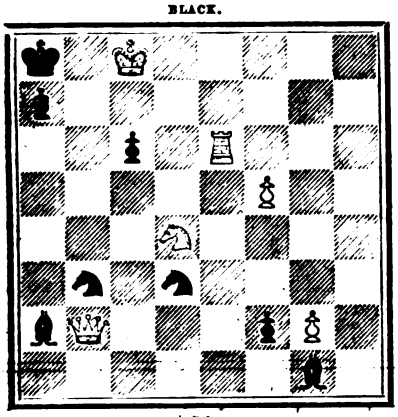
WHITE.
White to play and mate in three moves.

No. 562.
"Heads or tails."
BLACK.



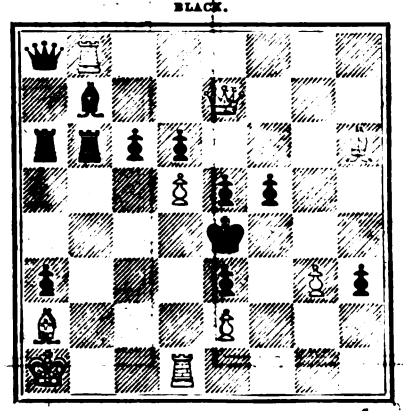
WHITE.
White to play and mate in three moves.

No. 563.
"All intricate, &c."
BLACK.



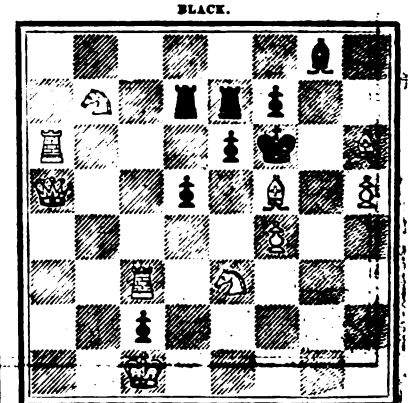
WHITE.
White to play and mate in four moves.

No. 564.
"All intricate, &c."
BLACK.



WHITE.
White to play and mate in four moves.

No. 565.
"All intricate, &c."
BLACK.

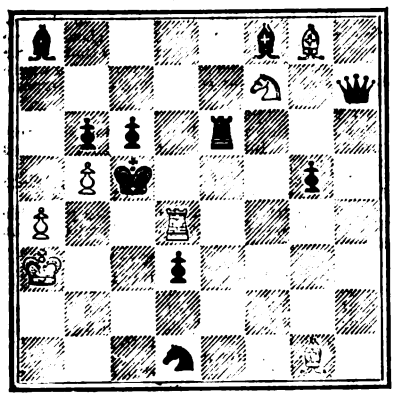


WHITE.
White to play and mate in three moves.

PROBLEMS.

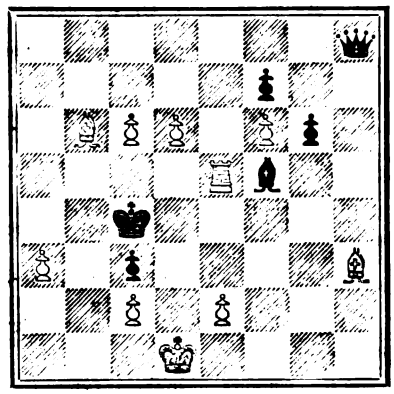
THE WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

No. 566.
"Die Wacht am Rhein."
BLACK.



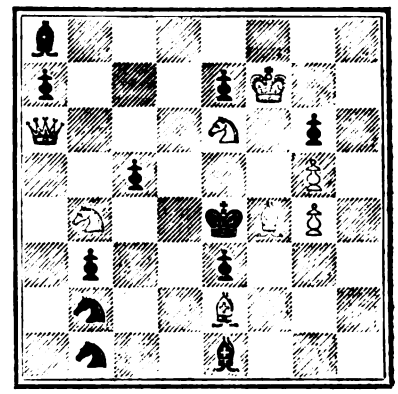
WHITE.
White to play and mate in four moves.

No. 567.
"Palmam Qui Meruit Ferat."
BLACK.



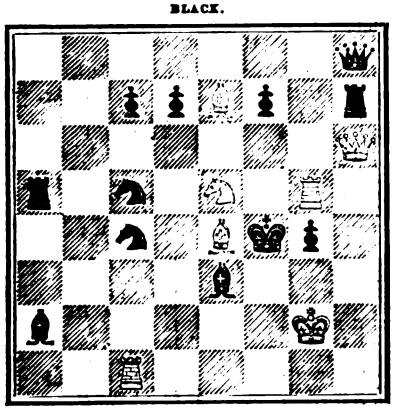
WHITE.
White to play and mate in four moves.

No. 568.
"Palmam Qui Meruit Ferat."
BLACK.



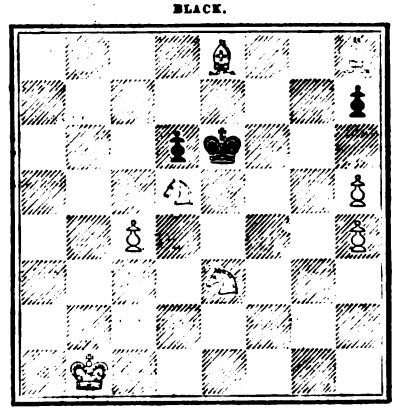
WHITE.
White to play and mate in three moves.

No. 569.
"Combine."
BLACK.



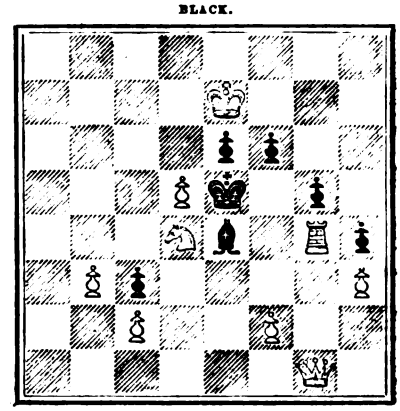
WHITE.
White to play and mate in four moves.

No. 570.
"Combine."
BLACK.



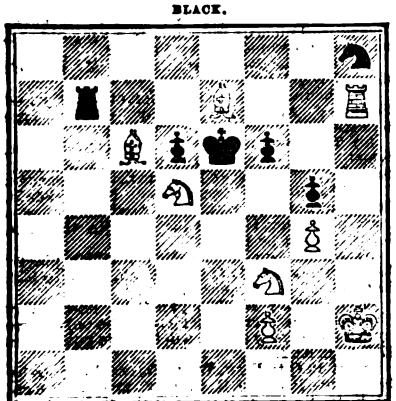
WHITE.
White to play and mate in four moves.

No. 571.
"A bird in the solitude."
BLACK.



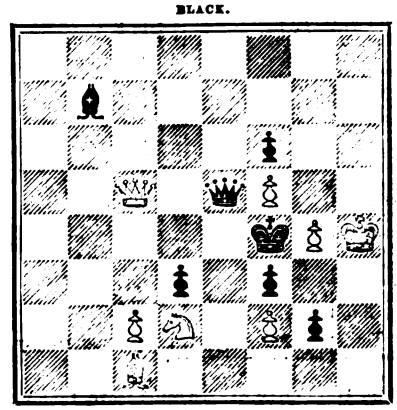
WHITE.
White to play and mate in three moves.

No. 572.
"Pro Rege et lege."
BLACK.



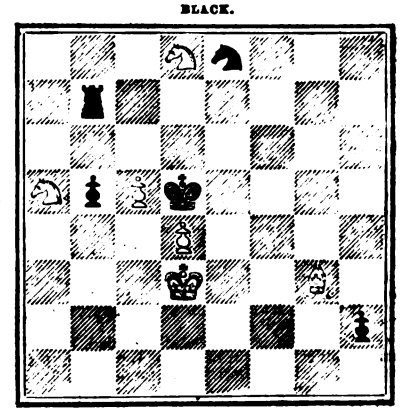
WHITE.
White to play and mate in three moves.

No. 573.
"Morgenroth."
BLACK.



WHITE.
White to play and mate in three moves.

No. 574.
"Morgenroth."
BLACK.



WHITE.
White to play and mate in three moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 296.

Played in the Berlin Schachgesellschaft, in 1870, by J. H. ZUKERTORT and H. MUNK, H. LITTDUER and A. WLADIMIROFF in consultation.

Bishop's Gambit.

White. J. H. Zukertort.	Black. The Allies.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to B 4	3 P to Q 4
4 B takes P	4 Q to R 5 ch
5 K to B sq	5 P to K Kt 4 (a)
6 Kt to Q B 3	6 Kt to K 2 (b)
7 Kt to B 3	7 Q to R 4
8 P to K R 4	8 P to K R 3
9 B takes P ch (c)	9 Q takes B
10 Kt to K 5	10 Q to B 3
11 Q to R 5 ch	11 K to Q sq
12 Kt to B 7 ch	12 K to Q 2
13 P takes P (d)	13 Q to B 3 ch
14 P to Q 3	14 R to R 2 (e)
15 B takes P	15 Q to K 3 (f)
16 Kt to K 5 ch	16 K to Q sq
17 P takes P	17 Q to K B 3
18 K to K 2	18 B to K 3 (g)
19 Q R to K B sq (h)	19 Q to R sq
20 P to K Kt 4	20 Kt to Q 2
21 P to Kt 5	21 Kt takes Kt
22 B takes Kt	22 Q to Kt sq
23 R takes B ch	23 Q takes R
24 P to Kt 6	24 Kt takes P
25 Q takes Kt	25 Q to Kt sq (i)
26 B to Kt 7 (k)	26 K to Q 2
27 P to Q 4	27 P to B 3
28 P to Q 5	28 P takes P
29 P takes P	29 R to K sq (l)
30 Kt to K 4	30 B takes P (m)
31 R to Q sq	31 R takes Kt ch (n)
32 Q takes R	32 K to B 3
33 R takes B (o)	33 Q takes R
34 K to K 3 (p)	34 K to Q 3
35 Q takes Q ch (q)	35 K takes Q
36 K to B 4	36 K to K 3
37 K to Kt 5	37 K to B 2
38 K to B 5	38 P to R 3
39 P to Kt 4	39 P to Kt 3
40 P to R 4	40 P to Kt 4
41 P to R 5	41 K to Kt sq (r)
42 K to B 6	

And the allies resigned.

(a) This favourite defence (the sacrifice of the Q P, followed up by the check) was first tried, more than twenty years ago, by Dufresne against Andersen. It was then taken up again in 1862, by Steinitz against Dubois, and Andersen against Paulsen. In these games, however, as also in the match games between B. Suhle and Andersen (played 1864), Black continued by 5 P to Q B 3, a very inferior move, which drives the adverse Bishop on a far more favourable square than Q 5, and tampers the development of the Q Kt.

(b) The only correct move at this stage is 6 B to Kt 2. The move in the text was for a long time considered the best; its incorrectness was first pointed out by a correspondent of the *Neue Berliner Schachzeitung*, in the beginning of 1870. —See also note (c).

(c) This sacrifice was first *practically* tried in this consultation game.

(d) The simplest course was 13 Kt takes R, 13 Q takes Kt, 14 P takes P, but the continuation chosen here favours the development of White's game, whilst Black is forced to lose important time to save the exchange.

(e) If 14 R to Kt sq, White wins at once by 15 P takes P, and 16 P to R 7.

(f) Necessary, to force the development of the pieces on the Queen's side.

(g) If 18 Q takes B, White wins by 19 Q R to K B sq, 19 Q takes R P, 20 Q takes Q, 20 B takes Q, 21 R takes B.

(h) White has now all his pieces in action, and four Pawns for the sacrificed Bishop.

(i) If 25 B to Kt sq, White replies 26 Kt to Q 5, if 25 R to B 2, 26 P to R 7.

(k) The game is now clearly decided, by numerical superiority, in favour of White; but the exposed position of both Kings renders the final skirmish interesting.

(l) The last effort.

(m) The allies dare not deliver their exposed King to the combined attack of White's pieces by retiring the Bishop to B 2. The proposed move would lead to very complicated variations, which, however, all result in a clear won game for White, *e.g.*—

	30 B to B 2
31 Q to B 5 ch	31 K to Q sq

If 31 K to B 2, White checks, at once, with the Bishop at K 5.

32 B to B 6 ch	32 K to B 2
33 B to K 5 ch	33 K to Q sq

If 33 K to Kt 3, White forces the mate in few moves, beginning with 34 Q to B 2 ch.

34 Q to B 6 ch	34 K to B sq

If 34 K to Q 2, or R to K 2, White mates accordingly in two or three moves.

35 Kt to Q 6 ch,	35 K to Q 2
36 Kt takes B	36 Q to Kt 7 ch

If 36 Q or R takes Kt, White mates in three moves.

37 K to K 3	37 Q takes Q P

If 37 Q to Kt 6 ch, White wins by 38 K to Q 4, 38 Q to Kt 5 ch, 39 K to Q 3.

38 Q to B 5 ch	38 R to K 3

If 38 Q to K 3, White forces the game by 39 R to Q sq ch; if 38 K moves, White replies likewise:—

39 Q takes K R	39 Q to B 4 ch
40 K to B 3	40 Q to Q 4 ch
41 Q to K 4, and wins easily.	

(n) There is no other move, because White threatens:—

32 R takes B ch	32 Q takes R
33 Q takes R ch	33 K takes Q
34 Kt to B 6 ch	

If Black play 31 R to K 2, White wins by 32 Q to Q 6 ch, 32 K to K sq, 33 Q to Kt 8 ch, &c.

(o) The shortest road to victory.

(p) The just coup. If 34 Q takes R, Black would draw the game by perpetual check. White could, however, change here the Queens at once.

(q) 35 B to B 8 ch, 35 K to B 3, 36 Q takes B, would also win, as Black would not now have perpetual check; but the course adopted is the most simple.

(r) Playing for the ever green stale-mate idea, when 42 K to Kt 6.

GAME 297.

Played at the Café de la Régence, 11th November 1873.

Odds Game.

Remove Black's K B P.

White. J. de Soyres.	Black. M. Rosenthal.
1 P to K 4	1 Kt to Q B 3 (a)
2 P to Q 4	2 P to K 4
3 P takes P	3 Kt takes P
4 Kt to K B 3	4 Kt takes Kt ch
5 Q takes Kt	5 Kt to B 3
6 B to K Kt 5	6 B to K 2
7 B to Q B 4	7 P to Q 3
8 B takes Kt	8 B takes B
9 Kt to B 3	9 P to B 3
10 Castles (Q R)	10 Q to K 2
11 K R to K sq	11 B to K 3 (b)
12 Kt to Q 5	12 B to Kt 4 ch (c)
13 K to Kt sq	13 Q to K B 2
14 Kt to B 7 ch	14 Q takes Kt
15 B takes B	15 Q to K 2
16 P to K 5 (d)	16 P to Q 4
17 B to R 3	17 B to R 3 (e)
18 Q to R 5 ch	18 Q to B 2
19 Q takes Q ch	19 K takes Q
20 P to K Kt 3	20 P to K Kt 3
21 P to Q B 4 (f)	21 Q R to Q sq
22 P takes P	22 R takes P
23 P to B 4	23 K to K 2 (g)
24 B to Kt 2	24 R takes R ch
25 R takes R	25 R to Q sq (h)
26 R takes R	26 K takes R
27 K to B 2	27 K to K 2
28 B to R 3 (i)	

The game was continued for some twenty moves, when Black resigned.

(a) I prefer here P to K 3 or Q 3.

(b) 11 R to B sq was the better move, I think.

(c) 12 P takes Kt, 13 P takes P would be evidently in favour of White.

(d) White played the first part of the game in a very sound style, and obtains now a sufficient force of Pawns on the King's side to win, even in an end game, with Bishops of different colours.

(e) This injudicious move leads to the exchange of Queens, which Black should have avoided. M. Rosenthal overlooked that he had to deal here with one of those rare cases where Bishops of different colours are of no importance.

(f) Very well played.

(g) After this move Black's game is irrevocably lost. Black ought to have played 23 K R to Q sq.

(h) If Black do not oppose the Rook, White forces the exchange, by playing B to R 3.

(i) Whatever Black may do, White plays his King to K 4, and advances his Pawns on the King's side, *e.g.*—

	28 K to K sq
29 K to Q 3	29 B to B sq
30 K to K 4	30 B to B 4
31 B to B 8	31 P to Kt 3
32 P to K Kt 4	32 K to K 2
33 P to B 5	33 K to K sq

Black has no better move.

34 P to B 6	34 K to Q sq
35 B to K 6	35 K to K sq
36 B to Kt 8	36 P to K R 3
37 B to R 7	37 P to K Kt 4
38 P to K 6, and wins easily.	

GAME 298.

Played, a short time ago, in the St. George's Club.

Allgaier Gambit.

White. Dr. Ballard.	Black. Mr. Lindsay.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 P to K R 4	4 P to Kt 5
5 Kt to K 5	5 Kt to K B 3 (a)
6 B to B 4	6 P to Q 4
7 P takes P	7 B to Q 3 (b)
8 P to Q 4	8 Kt to R 4
9 Kt to B 3 (c)	9 Q to K 2
10 B to Kt 5 ch (d)	10 P to B 3
11 P takes P	11 P takes P
12 Kt to Q 5	12 Q to K 3
13 Kt to B 7 ch	13 B takes Kt
14 K B to B 4	14 Q to K 2
15 B takes P ch	15 K to B sq (e)
16 B takes Kt	16 B takes Kt
17 Castles (f)	17 Q takes P (g)
18 P takes B	18 Q takes B
19 Q to Q 8 ch	19 K to Kt 2 (h)
20 Q to B 6 ch	20 K to Kt sq
21 R takes P	21 Kt to Q 2 (i)
22 Q to K 6 ch	22 K to Kt 2
23 R takes P ch	23 Q to Kt 3
24 Q to K 7 ch	24 K to Kt sq
25 B to R 6	Resigns.

(a) This defence is now-a-days often called Morphy's Defence; in fact, it is a very old one, and was recommended by Philidor.

(b) The *Handbuch* prefers Dr. M. Lange's move, 7 B to Kt 3.

(c) The favourite continuation of Morphy and Steinitz; Andersen usually played here 9 Castles.

(d) The first move of a fine combination, which was invented, twelve years ago, by Steinitz, and first played by him against Deacon.

(e) The *Handbuch* recommends 15 Q takes B, 16 Kt takes Q, 16 K takes Kt, which course is certainly better, because the move in the text, leads to a lost position.

(f) An interesting novelty; Steinitz played here 17 P takes B, 17 Q takes P ch, 18 Q to K 2, 18 Q takes B, 19 B takes P.

(g) Suicidal; Black's game is, under any circumstances, very difficult, and the only move by which he may attain a defensible position is 17 B to K Kt 2.

(h) If 19 Q to K sq, White forces the mate by 20 R takes P ch, 20 K to Kt 2, 21 Q to B 6 ch, 21 K to Kt sq, 22 R takes P ch, 22 B takes R 23 B to R 6.

(i) If 21 Q to K sq, 22 R takes P ch, and 23 B to R 6.

OUR PROBLEMS REVIEWED.

No. 544, "MES TROIS DERNIERS."—"Very weak and faulty," H. J. C. A.—"Exceedingly simple, and full of duals," W. Nash.—Solved, but not reviewed, by W. Coates.

No. 545, "MES TROIS DERNIERS."—"Elegant and pleasing enough, but destitute of variation," H. J. C. A.—"This problem gave me a deal of trouble; its extreme simplicity misled me. I was hardly prepared to find a thing all checks," W. Nash.—"One scarcely looks for a succession of checks in a Tourney Problem," W. Coates.

No. 546, "MES TROIS DERNIERS."—"Very pretty, but, like its predecessor, too trifling for Tourney purposes," H. J. C. A.—"Very poor," W. Nash.—"All forced moves," W. Coates.

REMARKS ON THE SET.—"Displays ingenuity, but, on the whole, both flimsy and incorrect," H. J. C. A.—"Reminds me of the 9th set in the British Chess Association Tourney; hardly worth publishing," W. Nash.—"A weak set, even if accurate," W. Coates.

No. 547, "GLUCKLICHE REISE."—"Flagrant duals spoil an otherwise beautiful problem," H. J. C. A.—"A masterly problem, but the duals are unpardonable," W. Nash.—"A fair problem, but there are duals in almost every variation," W. Coates.

No. 548, "GLUCKLICHE REISE."—"I have seldom seen a 3-mover with so difficult a first move. Duals exist, but are not so bad as those of 547," H. J. C. A.—"A capital problem; there are duals, however, in one or two unimportant variations," W. Nash.—"A very good and difficult problem, though there are duals in some of the minor variations," W. Coates.

No. 549, "GLUCKLICHE REISE."—"Difficult and ingenious, though over-run with duals," H. J. C. A.—"A very fine and difficult problem," W. Nash.—"A very brilliant and difficult problem, though somewhat suggestive in position," W. Coates.

REMARKS ON THE SET.—"Of extraordinary merit, but the force of duals can no further go!" H. J. C. A.—"I shall not expect to see a better set than this. The duals will, however, stand in the way of its taking a prize. It is evidently by a master," W. Nash.—"Apart from duals, this would be a magnificent set if No. 1 were equal to Nos. 2 and 3," W. Coates.

No. 550, "LOOK UPON THIS PICTURE."—"Neatly constructed, but rather easy," H. J. C. A.—"For the juveniles," W. Nash.—"Accurate and pretty, but not difficult,"—W. Coates.

No. 551, "LOOK UPON THIS PICTURE."—"The best of this set," H. J. C. A.—"Very simple," W. Nash.—"Good," W. Coates.

No. 552, "LOOK UPON THIS PICTURE."—"Pretty," H. J. C. A.—"Pretty, but easy," W. Nash.—"Neat and pretty; reminds me of J. B., of Bridport," W. Coates.

REMARKS ON THE SET.—"Apparently free from duals; in that and other respects a great contrast to its predecessor," H. J. C. A.—"This set is very simple," W. Nash.—"Neatness and accuracy are the distinguishing features of this set," W. Coates.

SOLUTIONS OF PROBLEMS.

No. 544.

1 Kt to Q 3 — 1 B takes Kt
2 B to B 4 — 2 Kt to Kt 6
3 B takes Kt — 3 Aught
4 B mates

If 1 Kt to K 6
2 Kt to Q 4 — 2 B to B 3
3 B to Q 6 — 3 Aught
4 Mates

No. 545.

1 K to Q 5 dis ch — 1 R takes R
2 B to Kt 5 dis ch — 2 K to R 3
3 Kt to B 4 ch — 3 B or R takes Kt
4 B mates accordingly

No. 546.

1 B to K Kt sq — 1 R takes Kt
2 B to R 2 — 2 B to Q 5
3 B to K R 8 — 3 Aught
4 Mates

No. 547.

1 Kt to K 4 — 1 Kt to Q 4
2 Q to K 5 — 2 K takes Q
3 Kt to K B 3 mates

If 1 K takes P
2 Q to Q B 5, &c.

If 1 K to K 6
2 Q to Q 8, &c.

If 1 Kt takes P
2 Kt to B 3 ch, &c.

If 1 Kt to K 3
2 Q to B 6 ch, &c.

If 1 Kt to R 4
2 Q to Q 8 ch, &c.

No. 548.

1 B to Q B 8 — 1 Q takes Q
2 R to K 2 dis ch — 2 K moves
3 B takes R

If 1 R to K 7
2 R takes Q P ch, &c.

If 1 K to B 4, or Q takes R
2 R to K 6, &c.

If 1 Q to K 7, or K to B 6
2 R takes Q P ch, &c.

If 1 Q to Q 6
2 R dis ch

No. 549.

1 K takes P — 1 R takes B
2 K to R 5 — 2 Kt takes R
3 Q to B 4 ch — 3 K takes Q
4 Kt to Kt 6 mates

If 1 K takes Kt
2 K to B 5 dis ch — 2 K to B 4
3 Q to Q 6 ch — 3 Aught
4 Q or B mates

If 1 R takes R
2 Q to R 8 ch — 2 K to B 5
3 Q to R 5 — 3 Aught
4 Mates

No. 550.

1 P to R 5 — 1 P to K Kt 5
2 K to R 4 — 2 Q moves
3 Kt mates

No. 551.

1 Q to Kt 8 — 1 B to K 3
2 Q to Q R 8 — 2 Aught
3 Mates

If 1 B moves
2 R takes P — 2 Aught
3 Mates

No. 552.

1 R to K R 5 — 1 P moves
2 B to B 6 — 2 K to Q 6
3 B to B 3 — 3 Aught
4 Mates accordingly

We have received, for review, Mr. Wormald's New Edition of The Chess Openings. We cannot, with justice to the author, criticise the work in this number. We will endeavour to do so in our next.

WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

PROBLEMS RECEIVED.

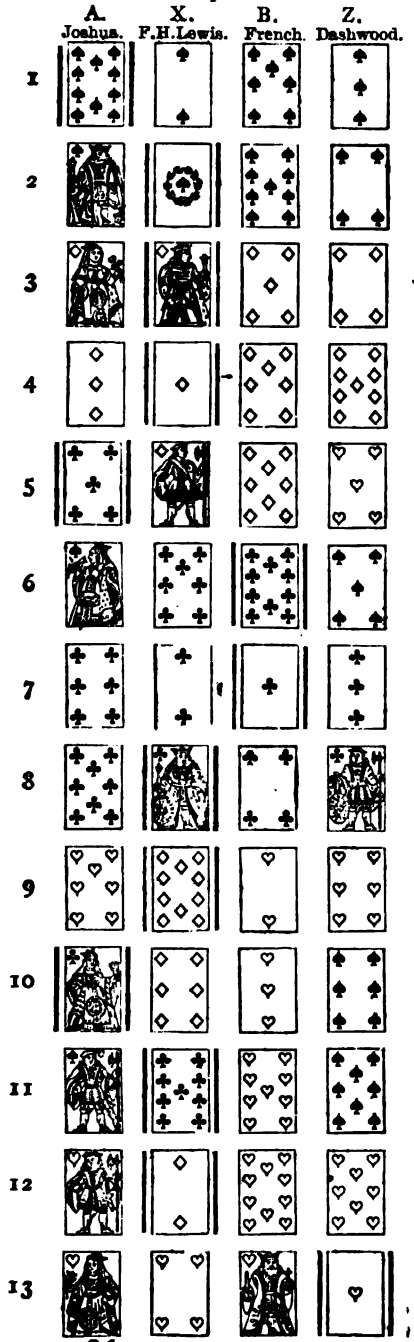
28. Aloha nui Germania. 29. Adelaide.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

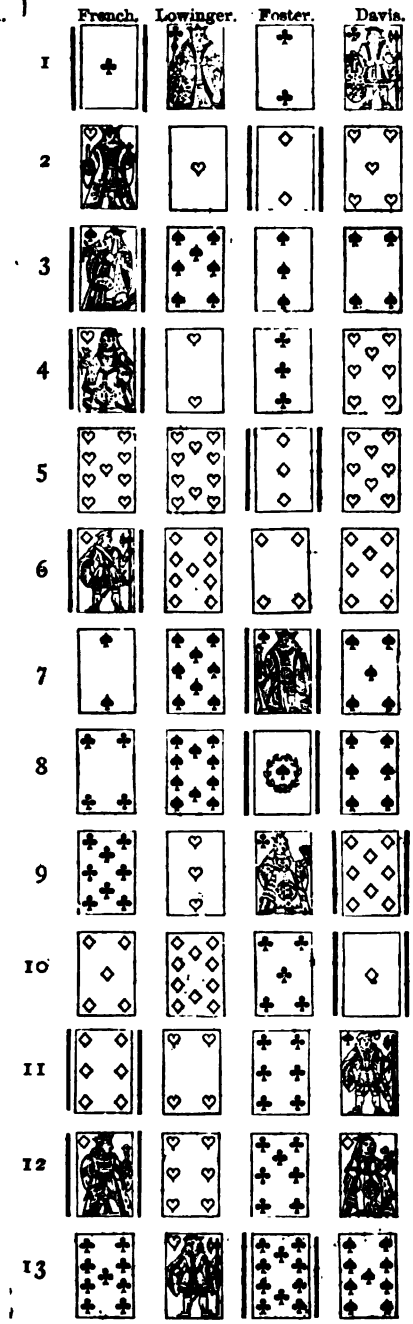
HAND No. 204.

Played at the Westminster Chess Club.
9th December 1874.
Score A and B 4, X and Z 3
Z turns up Clubs 8.



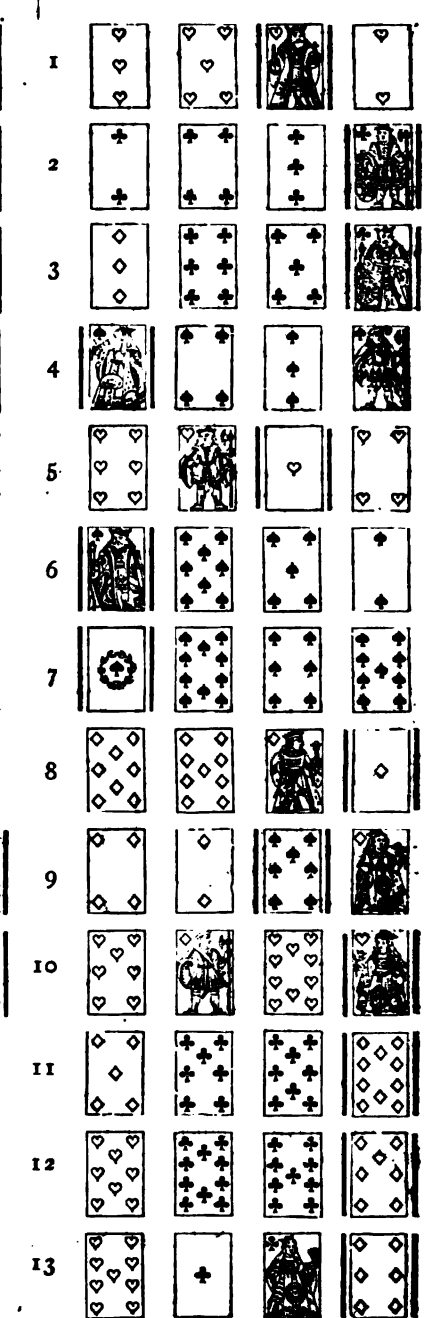
HAND No. 205.

Score love all.
Z turns up Diamonds Qn.



HAND No. 206.

Z turns up Spades 2.
Score 4 all.



HAND No. 204.

NOTES.—Trick 3.—With the fall of the 9 of Spades, A knows that B cannot return Spade; but we doubt the propriety of the Peter. Trick 6.—Having accepted the force, he is not strong enough to lead trumps. Trick 7.—In answer to the signal. Trick 8.—A dare not head the Knave. If X has not Club 9, the King must fall. X, by taking the Knave, makes a certainty of the trick, and if he had not taken it, his trump must have been forced out at once in either Hearts or Spades.

HAND No. 205.

NOTES.—Trick 1.—An irregular opening. Trick 3.—The lead of the Spade 3 is the only chance that B has of putting his partner in to lead. We should not have so played, but we should not have won the game. The natural lead seems the Ace King of Spades. Trick 10.—Very bad. First save the game. An extraordinary result.

HAND No. 206.

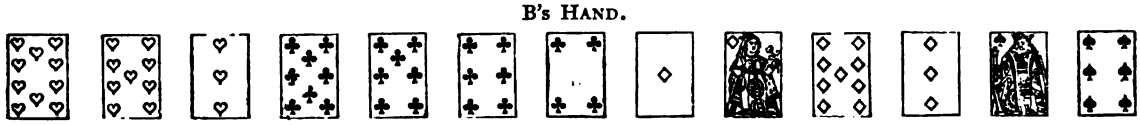
NOTES.—Trick 8.—This is bad play. A should not a open fresh suit in which he is weak, and in which he should infer strength in Z's hand from his original lead in trumps trick 4. A should have continued the lead of Hearts. Trick 10.—The position is now highly interesting. A B have won six tricks, and only require one more for game. B knows that the three remaining Clubs are held by X, now fourth player, but he cannot know whether the fourth card in X's hand is the best or a losing Diamond, or the Queen of Hearts. It is quite obvious that if X holds either the winning Diamond or the winning Heart, B must make a trick in Clubs if he lead that suit, and there are many reasons (which it will improve the Whist student to trace for himself) why this was the proper lead, although it would have required a sound knowledge of Whist, and great practice, to have arrived quickly at this conclusion in actual play. As the hand was played, X's discard at trick 10 deserves favourable notice, if only because we see so many similar opportunities wasted. Had he retained the best Diamond in hand, A B must have won a trick in Clubs, and thus the game.

No. 103.—DOUBLE DUMMY PROBLEM.—REPRINTED—See p. 192.

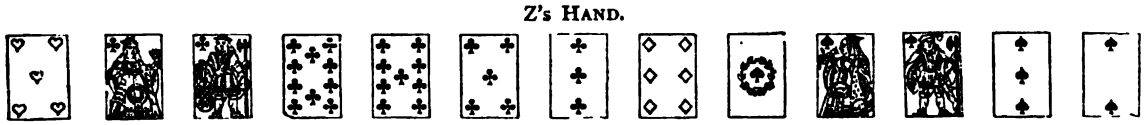
A's HAND.

X's HAND.

B's HAND.



Z's HAND.



Spades trumps. A to lead.

The above hand is taken from actual play, and possesses some interest. Problem?—How many tricks can each side make by their best play.

The hardest thing to deal with—An old pack of Cards.

REVIEW.—CAVENDISH ON WHIST.

10th Edition. London: De La Rue and Co.

AFTER Matthews published that admirable treatise on Whist, which even yet no sound player can afford to neglect, a change began to take place in the minds of many of the best players as to whether a better system of play than he had expounded could not be adopted. The new school laid much more stress than Matthews on the advantages to be obtained by informing your partner of the exact state of your hand in all suits, and they elaborated a system of play which we are somewhat reluctantly obliged to call conventional, by which this knowledge is conveyed to a degree and with a precision perfectly marvellous when we reflect on the apparently small means at their disposal. For a long time a knowledge of this system was confined to the members of one or two London clubs and their friends, and although there was a rumour, which extended even to the larger towns in the country, that there was in use among fine players a signal called a Blue Peter, used when one wanted his partner to lead trump, yet its nature and use were not understood, it was never looked for, and accordingly never played except in London clubs. At last a player wrote a small book, explaining in detail the principles of the modern play, and illustrated it with hands completely played through, and the play in which was referred by notes to the principles and rules laid down in the text. The author intended it only for the use of a few friends. The first edition which was published consisted of 250 copies only. Cavendish was the name under which the modesty of the author concealed his identity. The book has now reached its tenth edition, of which three thousand copies have been printed and sold almost as soon as published. The name of Cavendish is now known and quoted in every club in the kingdom where Whist is played, and "according to Cavendish," is a phrase nearly as often heard as formerly "according to Cocker."

Such a book must possess merits, and, in fact, it is by far the best methodical treatise on Whist which deals with the new system of play. It wants the lively, pleasant chattiness of the incomparable little work of the late James Clay, but it puts the method of play more clearly before the reader. He can find what he wants in the book more readily. There is a more systematic treatment of the subject, and although Mr. Clay's book will attract many readers who will dislike the dryness of a more scientific method, we think Cavendish is the better guide to those who desire seriously to master the accepted style of play.

But while we can say this much, and it will be sufficient for most Whist players, we must not be understood to admit unreservedly the superiority of the system of Whist according to Cavendish over that of Matthews. We find, to our astonishment, that many of our readers consider the system almost alike, but we also found that some of the best players of the modern school think it better, for reasons presently to be pointed out, to impress upon beginners and all players below their own strength the advisability of playing strictly according to the rules of Cavendish and J. C., while they govern their own play more by the advice of the old writer. To make this clearer, we will examine a little further into the characteristics and respective advantages and disadvantages of the two systems.

The modern system is uncompromising in its strictness. It is seldom its advocates say it is better to lose the rubber by playing according to rule than to win it by concealed play, but they go very nearly as far. They admit that in many cases an advantage may be gained by departing from rule, that is to say a better chance of making tricks in that particular game, but they add, you will have lost the confidence of your partner, and in future games, or even on future evenings, you will suffer by this more than you have gained on the one occasion. The advantages of this system in many cases are undoubted. If your strength and that of your partner is great, you work to more advantage by a complete knowledge of each others resources. The really fine player can do better even with moderate hands, when his partner, in whose judgment he has perhaps little reliance, plays according to book than if he attempted a coup on his own account. The man doomed to the curse of mediocrity can escape the reproaches and angry looks of his partner when the play of every card can be justified by reference to rule No. —, page —, Cavendish, 10th edition. With a strong suit in one hand, and command of trump in your partner's, the power of the modern system is most strongly exhibited.

But the system of Matthews is not without its advantages in what we may call ragged suits, where the cards do not fall into sequences even of two. He pays far more attention to making tricks by finesse, which is the judicious use of the tenace; he will not, if it can be avoided, lead from suits headed by K Kv or A Q. He recommends frequent but not constant concealment of strength in the adversaries' suits. It is evident that such a mode of play requires far more judgment for its success, but with fine players we have little doubt of its being more successful than the modern plan. The modern plan is more easily acquired and understood by inferior players, and therefore is better suited to their abilities.

There is a considerable improvement in the later editions of Cavendish, and this one contains much more information, mainly of a historical kind, than the previous ones. In a quotation from Antony and Cleopatra the author finds a series of allusions to cards. That part of the passage contains such an allusion

is undoubted, but we must demur to accepting such an inference with respect to the word Knave, until we have some authority for supposing that that name was used for the valet or Jack in Shakspeare's time. We miss an allusion to the form of Whist common in Scotland thirty years ago, if not still, called Catch the Ten, or Scotch Whist, and which was doubtless referred to in Henry VI., Part III., Act V., Scene I., in the passage where the pack of cards is called the deck. By the way, the evidence for the derivation of the word trump from triomphe is strengthened by the fact that it is still called trumph in the greater part of Ireland, where the old word deck is also still in use.

The new mode of setting out the principal hand is very effective, but we must say that any form of giving the play, even the old one, of printing in common type, is better than the one now adopted. Several people have asked us to explain what it meant, especially the crooked arrow. Having nothing but praise for the rest of this book, both with regard to its matter and its form, Cavendish can afford to forgive us for not appreciating his notation. How far he will be satisfied with our reasons for condemning his proposed extension of principle is another question.

The echo of the call is one of those refinements which may lead to the gain of a trick once in a lifetime, in exchange for which we are to give the learner, already too apt to consider conventional rules as irksome subjects of study, an additional maxim to follow, and an additional observation to keep in mind during his play. When A has completed his call, and the suit is changed to another, in which B can echo it, the game is too far advanced for much advantage to be gained, for, by the supposition, not a trick can have been made by A from the first, nor by B from the third trick. Further, under these circumstances, the echo will often have a positive disadvantage, which, we believe, will be found to be greater than any gain to be expected. With the lead in the adversaries' hands, and two suits at least pretty well exhausted, they will know which hand can be forced in each suit, and the double call will do much to enable them to save the game, by forcing each other, when, if the second caller had been quiet, they would have played to have forced the strong hand. Indeed, we have so often seen the disadvantage of the simple call when it has been the cause of not winning a game, otherwise easy enough, that we are cautious about making it, when the lead will be with our opponents on its completion.

The lead of the lowest but one in the case of five suits, is one of a long series of proposals for leading an intermediate card in those suits, which are not begun at the top. The first, we believe, was Cavendish himself, who led it only in case of an intermediate sequence. (See Ed. VI.) Next, Cam proposed it, when the long suit was not headed by an honour. Next, several of our correspondents seem to understand it to mean that the player who so leads desires a trump lead from his partner, but thinks it inexpedient to lead trump himself, say, for instance, he holds A Q of trump, and K turned to his right. Next, we have this new proposal of Cavendish, and, lastly, we have the opinion, never published, of a personal friend, who has made the philosophy of the leads a special study, that while you ought to lead the lowest card in four suits, you should lead the third from the top in five suits, on the theory which advises the lead of Kv for five suits, headed by K Q Kv, that the suit will be cleared in three rounds.

In the first place, we may say that, in our opinion, the present system is the best, and we would not have it altered, because it clearly shows the difference between weak and strong suits, also because it is a great assistance to the attentive player in counting small cards. Most good players now watch, even late in the evening, the fall of a high card, and draw the necessary conclusions. One of the chief advantages of the fine player is that he knows the position of the 2, 3, 4 or 5, if they have not been played.

Of the second advantage, Cavendish takes no notice. Of the first he says, there is no occasion to distinguish between weak and strong leads with a good partner, for he never leads from a weak suit. Passing the case of your only four suit being trump, and a bad hand, when you must lead from weakness, we may here point out that the assumption of your partner's first lead being from his strong suit is only valid when he has the original lead. All the books found their instructions for leading on this fallacy, that when you make your original lead you are the original leader. We need only point out, that this is untrue in three cases out of every four. Say you have a five suit, headed by K Kv 10, a K guarded, a third suit to the 8, and three small trumps, and, on the first lead, your right hand adversary leads through your strong suit, and you win with the 10. Under these circumstances, would Cavendish wish his partner to infer that his original lead was from strength? When he leads the 8, and drops a small one afterwards, his partner may lead out trump on the faith of his five suit, and, on returning it, find he has nothing. Such are the reasons which will prevent us from playing "according to Cavendish," (Edition X.) And we confess besides, that our conservatism in Whist goes so far that we would change nothing in a system at present pretty generally understood, without reasons stronger than can probably be given for any innovation. If we could only abolish the Blue Peter, Whist would be nearly perfect.

We ought, in justice to the publishers, add that the book is beautifully got up, and it may be a convenience to our readers to know that the price is raised to 5s.

DUMMY OMITS TO PLAY TO A TRICK.

To the Editor of the WESTMINSTER PAPERS.

SIR,—Homer will sometimes nod, but surely he must have had a dose of bhang to say, as in your last number, in answer to a correspondent, that there is no penalty for Dummy omitting to play to a trick. At Whist, such an omission gives the adversaries the right to claim a new deal (Law 69), and the laws at Dummy are the same as those at Whist, except that Dummy cannot revoke, and that his partner is not liable to any penalty for an error whence he can gain no advantage. To contend that no advantage can be obtained by Dummy's partner from Dummy's omission to play to a trick would be absurd, for, with Queen and one other, to omit to play to either Ace or King, led consecutively, would leave Dummy with the commanding card in the suit, and other cases might be given *ad nauseam*. The only contention in support of your view that seems to me at all open is, that each case is to be judged by itself, and if in any particular case no possible advantage can be gained by the omission, then, in that case, no penalty is incurred, and *vice versa;* but I submit that such a principle of construction is opposed as well to common sense as to the principles universally adopted. The proper way is to ascertain generally whether the error is of such a nature as can, under any circumstances, benefit Dummy's partner. If it cannot, then Dummy is never liable to the penalty for the error; but if it can, then he is always liable, and this notwithstanding that, in any particular hand, the error could not benefit him. Whether or no it was possible for Dummy's partner, in some particular case, to gain an advantage by the error, might require the skill of an F. H. Lewis to determine, but it would be utterly unreasonable for the question of liability or non-liability to a penalty to depend on a critical examination of the hands. In the case put by your correspondent, I hold it to be clear that Dummy, by his omitting to play to a trick, gave his adversaries the right to claim a new deal. Your correspondent's question does not raise the point, but I do not forget that if it could be proved that the omission was to the last trick, and if Dummy had not played to the next, his partner would be in time to make good the omission, and save the penalty.

A LOOKER ON.

[Whenever a decision is given on a question of Whist law, about which there is any doubt, the proper course is to do as "Looker On" has done, viz. :—challenge it at once. We desire our decisions to be criticised, and we shall at all times open our columns to discuss and settle legal points in a satisfactory manner, and when our judgment is called in question, we shall endeavour to keep our mind, like the Lord Mayor's, as clean as a sheet of paper, until we have heard all that can be said on both sides. We are quite sure that if the Whist decisions had been thus discussed and criticised at the time they were given we should not have the law in the entangled state that it is. The code itself is bad enough, but the decisions thereon have been so illogical, that it requires a Philadelphia lawyer to decide, off-hand, many questions that arise at the Whist table; and, in addition to this, there is no collection of cases that can be referred to, without an amount of industry and perseverance worthy of a better cause. The case is before our readers, and we shall be glad to hear from them on the point, premising only that a "Looker On" is a foeman worthy of their steel.—ED.]

JOHN BEGBIE, JOHN MITCHELL AND DR. HASTINGS.

WE record, with very sincere regret, the death of an old Whist player, in the person of Mr. John Begbie. The event happened at his residence, 39 Chester-terrace, on the 15th ult., in the 69th year of his age. To many of our readers he was known as a very kind hearted and hospitable man, and at no one's house was it possible to have more pleasant old fashioned rubbers. In former days a constant visitor at Mr. Begbie's was John Mitchell, the librarian. A very pleasant companion, and a Whist player of the jovial non-serious school, who also has passed away during the month. He had a fund of anecdote, and personal recollections of all the theatrical celebrities for the past forty years, which he could relate with considerable effect. He died on the 11th ult., aged 67. Dr. Hastings was another old Whist worthy, of the 1s and 2s 6d point school. He was a physician, in extensive practice, and he possessed a thorough knowledge of his profession. He was a very genial, worthy man. He died at the age of 70, at his residence in Albemarle-street, on the 20th ult., leaving behind him sons who we have reason to hope will make their mark in the world. The good old Whist player's mature with age, and, like the good old port, cannot be replaced. The modern school may play better, but the old Whist players were more gentle, and exhibited greater kindness towards others than the modern school. They played, but the pleasure was in the Whist, not in the money. Death has been too busy in our ranks this month.

NEW CARDS.

We have been favoured, this month, with specimens of two different sorts of playing cards. The first introduced by Messrs. De la Rue, and named by them (ironically we presume) *The Internationals;* the other, manufactured by Messrs. Lawrence, of New York, which, if we possess the gift of prophecy, will be the cards of the World within the next five years. We cannot think Messrs. De la Rue seriously suppose that the cards they have introduced will be adopted by card players; if so, they must possess a belief in the power of advertising, coupled with a long notice in the *Times;* a belief in which we cannot share. By such means a large sale may and probably will take place, and it may be that the makers are satisfied, from a pecuniary point of view, with such a result. Messrs. De la Rue may desire to innoculate the minds of Whist players with the names of the reigning monarchs, or the leading politicians of our time; but with these kinds of crotchets we have nothing to do. We have only to inquire whether the cards are adapted to their presumed object? and whether they are an improvement on what has gone before? We are bound to answer these questions in the negative. The new cards show no superiority over those previously manufactured by the same firm. On the contrary, the edges are worse cut than their old cards, and the confusion that arises in play, by mistaking the Kings for the Knaves, is an objection fatal to their pretensions. The figures on the faces of the cards (likenesses of Kings, Queens, &c.) exhibit, in our judgment, execrable taste, and we are lost in amazement that a firm hitherto preeminent in designs and colouring (except so far as Messrs. Hunt were their rivals) should have placed such hideous figures and colouring before us. Two or three years ago Messrs. De la Rue and Hunt manufactured cards which, for form and beauty, could scarcely be surpassed. We then asked them to stay their hands, and turn their attention to improving the card, as regards its quality; to introduce a smaller card, and to try and remedy a defect which we then pointed out. It is this: any child placing the Aces, Kings, Queens and Knaves in a pack by themselves, can extract the four Aces. Take away the Aces, and place four other plain cards in their stead, and he will extract the four plain cards. This was a trick common in our childhood, and the explanation of the matter is, that the Court cards will not slip so easily as the plain cards; whereas, in a perfect pack, every card should slip as readily as another. An adept can tell the court cards from the plain, by touch.

Messrs. Lawrence's cards are not for sale in this country. These cards will, in our judgment, supplant all the English cards for club play. The Americans have not gone in for the beautiful; they are simply practical; they give us the best cards we have seen. Easy to deal, smaller in size, thinner and rounded at the corners, they wear well, they do not split, and the edges of the cards are cut to perfection. Whether Messrs. Lawrence have succeeded in giving us cards in which the court cards slip as readily as the others we are not quite sure, but we think they have. To ascertain this, with certainty, requires more time, attention and calculation than we have been able to give to the subject, and to be sure of the result, the experiment should be tried with many packs of cards, under varying conditions, as to temperature and otherwise: at any rate they are a vast improvement on every other card we have tried.

ANSWERS TO CORRESPONDENTS.

CHESS.

Wallasey, Liverpool.—Mr. Healey's end game was professedly an application of the old idea, but, as you have discovered, the additional Pawn enables Black to win. Thanks for the trouble you have taken.

T. R. E., Jermyn Street.—If you have any complaint against a Chess paper, you should write to the conductors of it, and not to their contemporaries. The matter has no public interest, and it is no business of ours.

J. C. W., Honor Oak Park.—Although a doughtier champion has carried off the prize, you deserve great credit for the solution of Mr. Brown's self-mate. Your own Problem presents no difficulty, but we shall be glad to see more of your work.

W. C. jun., Sydney.—We are exceedingly obliged for the Problem, which shall have due honour. Please also accept our best thanks for the information on other matters contained in your interesting letter. We shall be glad to hear from you whenever you have leisure for the purpose of writing.

F. W. T., The Albany.—We do not think a change from the present formula, in ordinary Problems, to the question "What is the least number of moves required to mate?" would be an improvement. It might, as you say, relieve composers from the responsibility of "dual moves," but no one desires to relieve composers of anything—but their Problems.

P. D. P., Melbourne.—It is a pity so good a Problem should have been spoiled by the double solution, but although it is always too late for regrets, it is never too late to mend. So, for the benefit of our readers, we give the amended position here. Problem No. 498, August Number. The position should stand thus:—White—K at Q R 5, R at K 4, B's at Q B 5 and K 2, Kt at Q 8, P's at Q B 3 and K B 4. Black—K at Q 4, B at K Kt square, Kt at Q 2, P's at Q Kt 4, and K R 2, White to play and mate in three moves. Your communications will be highly valued, and for the hearty letter received we tender you our cordial thanks.

S. E.—Game 10. After Black's 49th move, White can win the Queen by 50 Kt to Q 3, but after, 50 P takes Kt, 51 R takes Q, 51 B takes R, and Black has a winning position. As to the position after the 69th move, we overlooked the reply Kt to Kt 6, which is decisive for Black.

WHIST.

M. A. S. (*Leads.*)—In our judgment the best card to lead from Kg, Q, Kv, 10, 2, is the Kv. Nearly every one understands the Kv lead to mean Kg, Q, Kv, with 5 cards of the suit in all. The 10 does not give the same information, because it may be from Kg, Kv, 10. We have frequently seen a game jeopardised by the lead of the 10, and there is very little use in knowing who has the 10 if you have 5 of the suit, with Kg and Q, and you can always show later on, if you please, that you have the 10 as well.

E. G. (*Scoring*).—A and B are partners, and make three by tricks and two by honours, and would consequently score game; but A has revoked during the game. Their adversaries claim to exact the penalty by taking three from A's score. Does this leave A and B at one or two?—*Ans.* The opponents have taken A and B's three tricks, and marked 3. This we take it is what E. G. means. A and B have then left to score 2 for honours, and they are therefore two. The score is A B 2, to X Z 3. If X Z treated the score as 4, and then took 3 from the 4, it would leave them behind A B instead of in advance of A B.

Junior Athenæum Club (*Revoke*).—Ten tricks have been played, when A, having the lead, places his remaining three cards—three best trumps (diamonds)—on the table, as indicating that he has the game. He does not play the cards one by one, but puts the three down together, the other players then throw their cards on the table, face upwards, when it is observed that A's partner, B, has only two cards, a Heart and a Club. Search is made for the missing card, which is found mixed with the first trick, and to be a trump. Can the adversaries establish a revoke against B, he not having revoked in any previous trick?—*Ans.* We are of opinion that B has revoked. To throw down the cards has always been held an act of play as against himself, his adversaries have the right to treat them (the cards on the table) as played cards—Case 6 in J. C.'s book. B has thrown down his cards, and he has played to the first card which, in fact, is a card led by his partner, and he had, or ought to have had, one of the suit led in his hand. It is true that this seems hard on A and B, but they are the only persons in fault. B should have counted his cards. Had not A thrown down his cards, B clearly would have played a Heart or Cub to the first trick. It seems to us that A or B must be held to have led again, and the revoke is established.

DOUBLE DUMMY.

Mr. F. H. Lewis reports that not one of the numerous solutions to the interesting Double Dummy position which appeared in our last (and which we reprint, see p 187), is correct. The annexed is Mr. Lewis's solution, by which it appears that A and B must lose two by cards.

1. A leads Diamond 2; won by B.
2. B leads Diamond 3; won by Z.
3. Z leads Club 3; won by A.
4. A leads Diamond; won by Z.
5. Z leads Club Qn; won by Z.
6. Z leads Club Knave; X discards Diamond; won by A.
7. A leads Heart Kg; won by A.
8. A leads Heart Ace; Z discards Club; won by A.
9. A leads Hearts (no matter which he leads); won by X.
10. X leads Spade; won by Z.
11. Z leads Spade Ace; won by Z.
12. Z leads Spade Qn; won by Z.
13. Z leads Club 10; won by Z.

Note.—The fallacy in almost the whole of the solutions has been, in not observing that by the discard of the Diamond at trick 6 X must get in, either by trumping Diamonds if led again, or with Heart Qn, and so play through Spade Kg. In order that solvers may be in a position to follow this analysis, we reprint the problem that the solution may be the better tested.

ECARTE.

A. G. B. (*Problem in Ecarte*).—The players are at four each. A deals, and turns the ten of Spades. B proposes, A refuses. B's hand: eight and seven of Hearts, eight of Spades, seven of Clubs, and seven of Diamonds. A has a *jeu de règle*, and was quite right in refusing. How must B play to have a chance of winning? and, given that chance, what three cards must be in the hands of A?

SPECULATION.

G. O.—At the game of Speculation, when the Ace of Trumps is turned up, is it all over for that hand? or can the holder of the Ace claim the forfeits for the Knaves which had not been turned up? *Ans.*—There are no recognised laws of the game. As we have seen it played, the Ace takes the Pool, but the hands are not seen. The deal passes. The cards remain as they are dealt, and the turn up card is ascertained by a fresh cut. The rules should be arranged before setting down to play.

NOTICE.

To Our Exchanges.—The address to which papers and letters intended for us should be sent is 67 Barbican, E.C., and not to any person supposed to be connected with the Papers. Our foreign friends send their letters either addressed to the Editor, *Westminster Papers*, "England," or "London." This gives much unnecessary trouble to the Post Office employés, who are, at all times, an overworked race.

Sparkling Wines from Saumur.—An interesting article has just appeared in the *Medical Times and Gazette* on Sparkling Wines. In consequence of the recent rise in the price of Champagnes it appears that attention has been directed to the district of Saumur, in the north-western portion of France. Dr. Druitt, the author of the article in question, remarks:—"Both in society and in medical practice the use of Sparkling Wine is largely on the increase. Nothing is so exhilarating with so small a quantity of alcohol in it," and adds that the wines of Saumur, "although perfectly familiar in London, have hitherto been decorated with other names than their own," and that "every year 4,000,000 bottles of wine from Saumur are sent to this country, where it has been ticketed with any name the purchaser chooses to give it." He concludes his article with the following advice:—"It surely is foolish to give 4s or 5s for a second-rate Champagne, when a wine which is either the same identically, or rather one better than the second-rate brands of Champagne, may be had for less money." One firm, the Messrs. W. and A. Gilbey, of London, are introducing these wines, through the medium of their Agents, in every town, under what Dr. Druitt calls "the modest and true appellation of Sparkling Wines of Saumur."—*Morning Post, 2nd December 1874.*

The Westminster Papers.

1ST FEBRUARY 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE Problem Tourney of the British Chess Association is a subject that is stale in the mouths of English Chess players. A feeling has sprung up, and is rapidly becoming general, that this Tourney is precisely a case for a practical application of the proverb: the least said the soonest mended.

It was with some such feeling that we, last month, congratulated ourselves upon its termination, and we sympathise with the Chess World now, when we are obliged to declare that we were somewhat premature in our compliments. The prizes have been awarded, to be sure, and the Tourney is therefore dead "as any herring that is red;" but, unfortunately, it is not yet buried. What in Ireland is called the "Wake," is now in progress. The "corpse" is "laid out," the "boys" are gathering round it, and although, in this case, the occasion is marked by no festivities, it bids fair to emulate the Celtic ceremony in a general riot among the mourners. Herr Berger's article in the *Deutsche Schachzeitung*, an excerpt from which appeared in our December number, has proved to be a very potential "Shilelah" indeed. It has even had the effect of "waking" the corpse in a Saxon as well as in a Celtic sense, for the "body," galvanised by its touch, has found tongue to utter a shriek expressive, in tolerably equal proportions, of defence and defiance. We are of course taking it for granted that the arguments on this subject which appeared in the January number of our able contemporary, the *City of London Chess Magazine*, were not his own. We scarcely think he would forget the Hudibrastic moral: "They who in quarrels interpose, must sometimes wipe a bloody nose." We are, besides, strengthened in our conviction from the circumstance that the whole thing is entirely consistent with the past life of the deceased, and in no way characteristic of our contemporary. Be that as it may however, these arguments, to all appearances a notable refutation of Herr Berger's charges, have elicited the following counter statement from Herr Kohtz:—

To the Editor of the WESTMINSTER PAPERS.

DEAR SIR,—The excellent article, by Herr Berger, is referred to in the January number of the *City of London Chess Magazine*, in a somewhat offensive mannner. Such discourtesy is the more unjustifiable because the author of these remarks is egregiously in the wrong, and Herr Berger in the right on all the disputed points. It is true that No. 4 of "Hoc ardua vincere docet" does admit of a second solution, commencing with Q takes Q P, although the *City of London Chess Magazine* is unable to discern it. But surely neither this writer's ignorance, nor his want of perception, invests him with the right to assert that Herr Berger is "troubled by spleen."

Leaving that point, Herr Berger also contended that my set, *Es is ja so schwer*, contained no inaccurate problems, and he is right in his contention. The *City of London Chess Magazine* states that a position taken from this set (see margin) can be solved by 1 Kt to Kt 5, P to R 7, 2 Q to B 7, and mates next move. In answer to this, I propose for Black's move 2 Kt to Q 3, and I wait with reverent patience for the master to "mate next move."

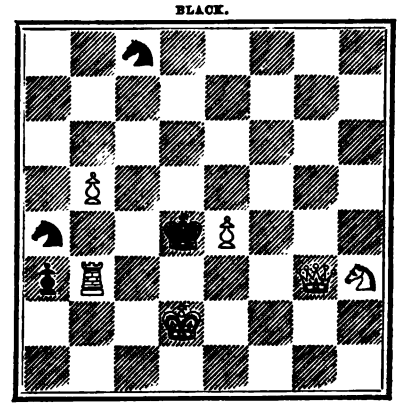
I may mention here that I appended to the solutions of my problems all the true defences against attacks which appeared to be misleading—among others the one in question. I stated expressly that 1 Kt to Kt 5 fails through 1 P to R 7, and if 2 Q to B 7, 2 Kt to Q 3, so that only great carelessness or malice (*Nachlässigkeit oder böser wille*) can account for the examiners' ignorance concerning it.

I beg you to publish these facts, and, in conclusion, let me observe that, for every reason, the problem jury of the British Chess Association should bear, without resentment, the severest reproaches; they amply merit them. Besides this, their advocates would do well to remember that offensive language only aggravates the wrong.

Most respectfully,

Brunswick, 16th January 1875. J. KOHTZ.

BLACK.



WHITE.

White to play and mate in three moves.

It is hardly necessary to add anything to the foregoing letter. The award of prizes to inaccurate or inferior problems is no novel incident in these affairs, and if that had been the only error committed by this committee they might look forward to seeing the offence condoned even by the sufferers. But the disqualification of good and sound problems upon a mistaken analysis by some of the examiners is a blunder that will not be readily forgiven or forgotten. It will be obvious to every composer that if the other problems of Herr Kohtz's set are equal in merit to the one given above, he was entitled to a high place in this Tourney.

He has been deprived of his right from no fault of his own, and although he need not look for redress where the wrong was inflicted, we venture to say that he can at least assure himself of the sympathy of every English Chess player.

While upon this subject we desire to make an *amende* to Mr. Pavitt, upon whose problem we made some remarks last month. Mr. Pavitt has since informed us that although originally contributed to the *Illustrated London News* the editor had subsequently advised him that the problem in question was defective, and that never having seen it published he felt at liberty to use it when preparing for the British Chess Association competition. We are quite sure that the "Chess World" will receive this explanation with pleasure, and as frankly as it is given. For our own part in the matter, we need only say that we had but one object in view: to express an opinion that problems competing in a tourney should not be a simple reproduction of used-up ideas.

It is with something like a relief from pain that we turn from a British Association to an English one. When the City of London Chess Club is our theme, a different order of superlatives spring upon the page, and our notes for the "Chess World," become transformed into notes of admiration.

The management of this Club is beyond praise, and although at the annual meeting, held on the 8th ult., the Committee was obliged to report the existence of a small deficit, it should not be forgotton that that state of things is mainly owing to the exertions of the Club towards increasing its usefulness, and in promoting a love for the game. At this meeting, Mr. H. F. Down was elected President for the year ensuing, Mr. Rabbeth vice-president, and the following gentlemen to act as a Committee of Management:—Messrs. Bird, Ballard, Beveridge, Chappell, De Soyres, Frankenstein, Gastineau, Lowenthal, Maas, MacLeod, Manning, Potter, Steinitz, Watts and Zukertort.

The Old Change Chess Club is a new Association, formed among the employés of Messrs. Leaf and Sons, under the Presidency of Mr. Greenhough, a gentleman well known and highly respected in metropolitan Chess circles. The first match in which the Club engaged came off on the 9th December, opposing another new club founded by the employés of Messrs. Copestake and Company, of Bow Church Yard. On that occasion Old Change was victorious by a score of 10 to 4. In the return match, which took place on the 27th ult., the club was again successful, but it was a victory considerably diminished in its proportions. We are indebted to Mr. James Ruthen, the Honorary Secretary of the Bow Church Club, for the following list of the combatants and their respective scores:—

Bow Church.	won	Old Change	won
Congdon	1	Edwards	1
Hornell	1	Webber	1
Moir	1	Richardson	1
McDermott	0	Mallet	2
Mariner	0	Tasker	2
Norie	1	Lloyd	1
Ruthen	1	Martin	1
	5		9

Our correspondent and contributor, Mr. Coates, of Cheltenham, suggests that it would conduce more to the success of our Problem Review Department if we were to offer smaller prizes and more of them. We believe, ourselves, that the falling off in the number of reviewers is to be attributed to the publication of the prize problems in our issue for July 1874. The less experienced solvers found, in all probability, that they could not afford the time that they required to solve and criticise so large a number of problems as we published that month, and so left the field to the veterans, Andrews and Nash. We shall, however, be pleased to hear from our readers upon the subject.

The following letter from Mr. J. A. Miles, of Fakenham, will be interesting to our problem contributors, and, indeed, to all lovers of the art.

To the Editor of The Westminster Papers.

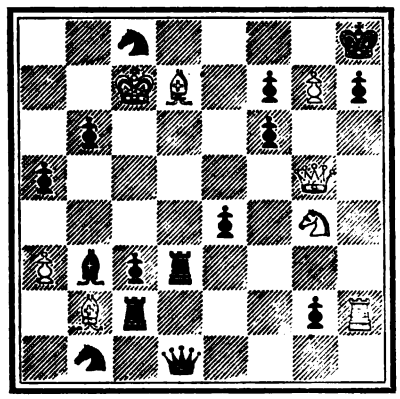
Dear Sir,—I think the problem you have given in the current number of the Papers, as a memento of the late Mr. William Bone, hardly does justice to his great powers as a Chess problem composer. I have had the gratification of numbering Mr. Bone amongst my most intimate friends during the last twenty years, and I now have to deplore the loss of one of the kindest-hearted and most amiable men I ever knew. I send you a problem composed by him for me in 1859, and hope you will give it a place in the next number of the Papers. It is a fine problem, and will give your readers a fair idea of Mr. Bone's style. I also send you a problem by the late Rev. Horatio Bolton, which I should like to see side by side with Mr. Bone's. It is a grand example of his brilliant style, and I feel sure that both problems will furnish a great treat to the lovers of Chess strategy of the present day, many of whom, probably, have never studied the works of these two great composers.

I am, dear Sir, yours faithfully,

Fakenham, 4th January 1875. J. A. Miles.

BY MR. WILLIAM BONE.

BLACK.

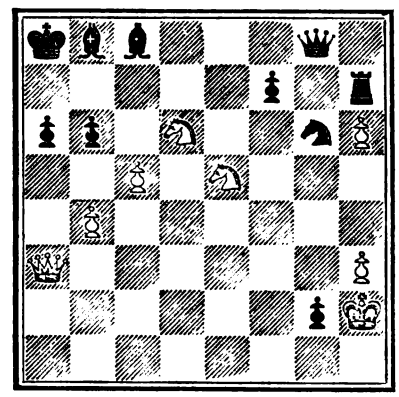


WHITE.

White to play and mate in twenty moves.

BY THE REV. H. BOLTON.

BLACK.



WHITE.

White to play and mate in twenty-four moves.

We did not regard the trifle of the late Mr Bone's, reproduced in our last number, as an example of his general style of composition. In fact we were at some pains to make an opposite intention clear, nevertheless, we feel assured our readers will be grateful to Mr. Miles for affording us an opportunity of reprinting the beautiful stratagems appended to his letter.

We are indebted to a correspondent for the following account of the present position of the Liverpool Chess Club :—

The Liverpool Chess Club, which has, for some time, laboured under the disadvantage of not possessing a convenient meeting room, has at length been enabled to remove to more suitable premises, and is now located at the Palatine Restaurant, 25 Cable Street. The new room is both centrally situated, and commodious in its proportion, and will add greatly to the comfort and convenience of the Liverpool players. At the annual meeting, held on the 11th ult., the balance-sheet showed a satisfactory condition of financial prosperity, while the strength of the Club was in no way diminished. Mr. S. Wright, who has zealously discharged the duties of Hon. Sec. for the last six years, is now vice-president. Mr. H. E. Kidson succeeds to the duties of the Secretaryship, Mr. J. M. Wood retaining the office of President. The annual Tournament amongst the members is in course of arrangement, and it is confidently expected that the usual match with the Manchester Club will take place at an early date. Considering the amount of playing strength possessed by the several Clubs in the two counties of Lancashire and Yorkshire, it would be most interesting if a friendly contest could again be organised.

We heartly echo our correspondent's desire for a match between the two counties, and we hope to see the suggestion taken up by Mr. Watkinson. Mr. Watkinson has sent us advance slips of his Chess department in the *Huddersfield College Magazine* for the present month. In expressing our obligations to him for the favour, we also tender our thanks to his correspondent, "Chess Library," for a very valuable letter upon the subject of copyright in Chess games. "Chess Library," who is introduced by the editor as a gentleman eminently qualified to speak on the subject, discusses the question on the broad grounds of the interest of the match players themselves as well as of Chess players in general, and it is perhaps unnecessary to say decides in favour of unrestricted publication of the games. We do not think there can be any other conclusion in the mind of a man who dissociates the "gentle game" from the mere acquisition of a few shillings. In putting the matter that way we have no intention of deriding professional play. A man has a perfect right to hunt down that ferocious animal, the Shilling, mounted on a "Springer," if he chooses to do so. Indeed, if he gives the quarry due "law" the sport may be as exhilarating and as honourable as the "pig sticking," whose ennobling attributes have been lately sung in the daily press. We know, at all events, that the pursuit of Chess as a profession is perfectly consistent with the strictest honour, and whenever we have advised against the choice of such a profession it was only from a strong conviction that its outcome but poorly repays its devotees for a life of self denial and labour.

The annual soirée of the Nottingham Chess Club was held at the George IV. Inn, on Friday, the 22nd ult. The following account of the proceedings is abridged from an advance slip, received from the courteous Chess editor of the *Nottingham Express*.

"Play was commenced shortly after six o'clock, and continued until about half-past nine, the principal interest being manifested in the contest between Mr. Vulliamy of Ipswich, and Mr. Alderman Ward. We must not omit mentioning a special feature at this meeting, which gave great satisfaction, and was as novel as it was unexpected. It will be remembered that the correspondence games between Nottingham and Derby were played each move in a diagram in our Chess column, the match lasting nearly two years; it was, therefore, a great and agreeable surprise when the president, on behalf of the Nottingham Chess Club, presented to each of the principal combatants in the said match a neatly bound volume, suitably inscribed on the cover, containing the whole of the games, each move printed on a separate diagram, together with annotations by Mr. W. N. Potter and the late Mr. Howard Staunton. This, in our eyes, highly valuable present was a "happy thought" of Mr. S. Hamel, with whom the idea originated, and must have entailed a great deal of trouble and labour. We have been explicit in our description, because we think it a matter both novel and important; and we are informed that the same course will be followed at the conclusion of the present

match by correspondence with Ipswich, and in all future games by correspondence with the Nottingham Chess Club. A sumptuous supper was very efficiently served in the large room, about 70 gentlemen being present. The Mayor, Mr. W. Lambert, presided, and after the cloth had been removed his Worship at once proceeded to give the first toast, that of "The Queen," observing that he hoped the time was far distant when it would not be received with enthusiasm in an assembly of Englishmen, and at the present moment her Majesty needed the sympathy of her people in the hour of deep trial. (Applause.) Mr. Hamel proposed the next toast, "Success to the Nottingham Chess Club," expressing his regret at the absence of the "big guns" in Chess from their gathering that evening. (Applause.) Mr. Alderman Ward expressed the pride which he felt in proposing the toast of "The Mayor," who, he was sure, was well fitted to discharge the duties of the office, for he had the honour of submitting his name to the Council, and he could conscientiously say that no man who had filled the post would bring to bear upon it higher capacity than the present Mayor, who was respected by men of all political opinions. (Applause.) The Mayor returned thanks, and then humorously observed that, as time was a precious thing with Chess players he would not detain them much longer, though he remembered standing twenty-five minutes behind the chair of a Chess player and not seeing a single move. (Laughter.) He felt proud of the position which he held, and he trusted that he should be found willing to do anything in his power for the good of the town. He thanked Mr. Ward for the complimentary terms in which he had spoken of him, and the company in so heartily receiving his health.

Several other toasts were proposed and cordially received by the company, after which an adjournment was made to another room, where play was resumed and prolonged until a late hour.

We have left ourselves little space for notice of our foreign exchanges. *Deutsche Schachzeitung* contains this month a capital portrait and memoir of Max Lange, and a very valuable article by Herr Schwede, upon Problem Tourneys. *La Stratégie* we have not received this month. The *Nordisk Skaktidende* appears as vigorous as ever, and we note that Lieutenant Sorensen is now assisted in his editorial labours by A. Arnell and G. Nielsen, both being problem composers of known merit.

Herr Kolisch has commenced a monthly Chess column in the *Paris Messenger*, an English monthly journal, published in Paris, possessing a large and influential circulation among travelling Americans. In the opening address to his readers, Herr Kolisch thus refers to the approaching Congress of Chess players at Philadelphia. "At no distant period the principal players of our continent (in reply to the courteous invitation made by the Philadelphia committee) will go to meet the friendly welcome of their American rivals, and renew the combat for the "championship of the world." The tournament, which will take place during the Philadelphia exhibition, and which promises to be Homeric, will place in opposition a phalanx of competitors superior in number and in talent to all those who have been represented up to the present day in the annals of Chess playing. We shall not fail to inform our readers of the preparations made by the European players, in view of this great event, and we shall give them all information in any way connected with this memorable combat."

Our American exchanges are, as usual, full of earnest working for the progress of the game, as well as wit and frolic for those who like it. Mr. Belden's Christmas number in the *Hartford Times* is, as everything should be at that season of the year—full of fun. Miron's tourney is progressing, and Mr. Carpenter's valuable notes on Kling's "Euclid" (which we hope to see in a separate form) are drawing to a close.

The *Dubuque Journal* has indexed in its contents a notice of "Pierce's Problems," but, upon reference to the article, we discovered it to be a review of the WESTMINSTER PAPERS problems by Mr. Taylor, of Norwich.

The most important communication we have received from America is the book of the *Constitution, Bye Laws* and *Rules of Play* of the American Chess Association, just issued from the office, Athenæum, Philadelphia. In addition to the ordinary rules of play, the Association has adopted the following conditions, to be observed in all tournaments held under its auspices. As, in view of the congress to be held at Philadelphia next year, these rules have more than ordinary interest for European Chess players, we give them *in extenso*, reserving the few remarks we propose to make upon them for our next number.

XI.—COUNTING FIFTY MOVES.

If any player repeat the same move or series of moves three times in succession, his opponent shall have the right to declare that the game is a draw.

SEC. 2.—The time of play in all tourneys shall be from 9.30 a.m. to 1.30 p.m., and from 2.30 p.m. to 6 p.m., and no player shall be compelled to commence a new game within the last hour of either term.

SEC. 3.—Fifteen moves per hour on either side shall be the time limit. Hour glasses to be used in computing time. The player infringing this rule shall forfeit the game. The time saved in one hour can be used in the same game.

SEC. 4.—Each player shall play two games with each other player—all contestants to be paired by lot.

SEC. 5.—All drawn games shall be credited as half games to each player.

SEC. 6.—Should any player withdraw from a tournament before playing two-thirds of all his games, his score shall be cancelled; if he shall have played two-thirds or more of his games before retiring, the balance which he fails to play shall be forfeited to the opponents that he fails to meet.

SEC. 7.—In all unfinished games, the player having the first move shall upon adjournment deposit with the Secretary, or some other authorised person, his next move, sealed, and no player shall be called on to re-commence play for one hour after the last finished game.

SEC. 8.—It shall be the duty of the umpire to start the glasses of absent players at the commencement of the sitting; such players shall make their fifteen moves in the time measured by the unused sand. Any player who has not commenced play before his sand has run one hour shall forfeit one game, to be scored in favour of his opponent.

SEC. 9.—There shall be five prizes in each Tournament, which shall consist of all the funds contributed less the amount necessary for actual expenses. The amount used for expenses shall in no case exceed ten per cent. of the contributions. The prizes shall be divided as follows:—The first prize shall be two-fifths of the whole amount devoted to prizes. The second prize two-fifths of the remainder. The third prize three-fifths of the remainder. The fourth prize three-fifths of the remainder. The fifth prize the remainder.

SEC. 10.—The entrance fee for the prizes shall be twenty

dollars in gold. One-fourth of the above amount shall be paid sixty days previous to the time fixed for the holding of the Tournament, the balance shall be paid at nine o'clock a.m. on the day previous to the commencement of the Tournament.

SEC. 11.—Each player entering the Tournament shall pledge his honour to play all games to the best of his ability, in good faith, and to continue playing to the end of the Tournament, unless excused for satisfactory reasons by the Executive Committee. Any player violating this rule shall be expelled from the Tournament and Association by a majority vote of the Executive Committee.

SEC. 12.—These rules shall not be amended during a Tournament, except by the unanimous consent of the Executive Committee and the players.

Five prizes will be given, and should the subscriptions, from all sources, amount to five thousand dollars, that sum will be apportioned as follows:—In gold, 1st Prize, 2,000; 2nd, 1,200; 3rd, 1,080; 4th, 432; and 5th, 288.

PROBLEM CONSTRUCTION.

To the Editor of the WESTMINSTER PAPERS.

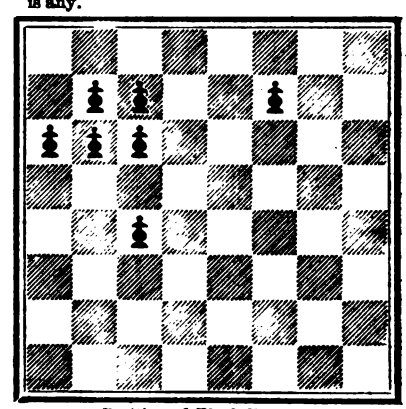
DEAR SIR,—The question raised by Mr. Burns, in your number for November, is one of great interest and importance to all lovers of Chess problems. In accepting your invitation to comment on the subject, allow me to premise by observing that I would not, in the case of an otherwise fine problem, exclude it either from competition in a tourney or from insertion in a magazine merely because the position would be improbable, or even impossible, if viewed as an example of actual play. Whilst considering constructive peculiarities of this description as, more or less, defects, I would still elect, in every case, to strike a balance between the merits and short-comings of any given position. Consequently, I should prefer an improbable, or even impossible situation of the pieces, combined with beauty, ingenuity of idea and difficulty, to the most *game-like* production that was, at best, only worthy of the conventional, but oft-repeated criticism—"pretty, but easy." In the case of such a position as that alluded to in Mr. Burns' letter I should consider the blemish complained of as a matter of very little consequence. The situation of the Bishop is not even impossible in an end game, nor can I agree with Herr Berger (see page 152 of your last number), that a similar position is calculated to excite either wonder or laughter. The problem from the "Hoc Ardua" set, to which the German critic objects, is, I admit, very ugly and artificial, but the way in which the Bishop is posted is about the least, in my opinion, of its many defects.

It would be easy to quote numerous instances of "impossible" situations, that have been introduced into standard collections of problems. I append one, in which the Pawns are thus unnaturally disposed. This is an example that may be considered specially remarkable.

This position occurs in an end game composed by Labourdonnais.

White to move and win.

An aggravation of the offence, I think, if there is any.



Position of Black Pawns.

De Labourdonnais, as we all know, was a very great player rather than a problem composer. The position in the margin was given by him as an end game, and, as such, its impracticability, if reprehensible at all, is surely more so than a cognite arrangement in a problem. Problems may, and ought surely to differ from end games, as much as fiction does from history. That is to say, you may compose a historical novel if you please, but you are nevertheless allowed more license in the selection and arrangement of your materials, than you would in writing a real history. It may be argued that De Labourdonnais probably had in view the game of the Pawns (so many extra in exchange for a Queen, &c.) when he composed the foregoing. The composer of "Hoc Ardua" might, in reply, as well state that he had in his mind's eye a Mongredien game, wherein the pieces are purposely misplaced at starting. The one defence would perhaps be as valid as the other.

As regards the question of the promotion of Pawns on the introduction of extra pieces into problems, I cannot but think that "Chess Player" is too sweeping in his assertion that the practice of every classical composer was "invariable." A very fine problem, by the first English composer of his time, the Rev. H. Bolton, was published by the late Mr. Staunton, 30 years ago. In that stratagem, three Knights appeared (all White) upon the chequered field, and I do not believe "the asthetic Chess faculty" of anybody was at all "outraged" by the innovation. On the contrary, those solvers who, like myself, prefer hard nuts to sickly sugar plums were much obliged to Mr. Bolton for having the courage to step a little out of the beaten track.

I believe Mr. Duffy has (long afterwards) produced a problem in which more Knights are to be found than would perhaps please Chess purists, and I sincerely wish others would go and do so likewise. Novelty in the present over-worked Chess field is indeed a black swan. Let us, then, welcome a little wholesome innovation in place of the hackneyed mediocrity and conventionality that, now-a-days, too often make problem solving unsatisfactory and wearisome. I am, yours faithfully, H. J. C. ANDREWS.

THE WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

THE late Tourney of the British Chess Association, whatever effect it may have upon the future of problem composition offers some useful lessons to every one concerned in carrying out similar undertakings. Much of the prevailing dissatisfaction regarding it might have have been avoided by the publication of periodical reports from the committee, indicating the progress of the examination and its effect upon the competitors. Given the case of a composer of some repute whose problems have been ignored in the award of the judges, without any reason being assigned, and it is expecting too much of human nature to suppose that he will preserve the rather uncommon virtue of silence under such trying circumstances. He may be fairly and honestly unable to discover the combination which has overthrown the conception embodied in his problem; and even if he is unwilling to seek for it, such a feeling is so common to composers of problems that he will not be entirely bereft of sympathy among his fellows of the craft. Moreover examiners of problems are only in a small degree, if at all, less liable to errors of analysis than other mortals, while the consequences flowing from their mistakes are much more serious. A blundering analysis may, for instance, deprive a competitor of his right to the highest honours in a tourney, as well as to the substantial honorarium which usually accompanies them. We think therefore that in problem tourneys, which extend over a lengthened period, it is desirable to publish from time to time the results of the examiners' labours. If these gentlemen are right in their conclusions, the composers have learnt the worst, and suffer not from deferred hope; if, on the other hand, they are mistaken, there is yet time to correct their errors without injury to any one. We intend, at all events, to adopt this rule for ourselves, and, in accordance with it, propose to set forth here one problem from each of the sets disqualified by the examiners in the Westminster Chess Club Problem Tourney down to the present time. We shall be greatly obliged to the authors if they will promptly advise us, anonymously of course, of any errors that may appear in the analysis appended.

It may be as well to state that, in the cases of problems declared to be impossible of solution, the examiners have adopted the author's own analysis as the basis of theirs. They did not deem it necessary to extend their research after the discovery that the author's ideas have been incompletely worked out.

MOTTO.—*Die wacht am Rhein.*

White.—K at K 3; Kts at K Kt 2 and Q Kt 7; B at K B 8; Ps at Q B 5, K 4 and K B 5.

Black.—K at K 4; Q at Q R square; Kt at Q Kt 4; B at K 7; Ps at Q R 2, Q Kt 3, Q B 2, K B 3, K Kt 4, and K R 4.

White to play and mate in four moves.

The examiners report that after the second move of the author's solution, there is a defence which prevents the mate on the fourth move, *e.g.*—

1 Kt to R 4 — 1 Q to K square
2 Kt to Q 8

At this point the proposed defence for Black is 2 Kt to Q 5, and mate cannot be effected in two more moves.

MOTTO.—*Palmam qui meruit ferat.*

White.—K at Q 3; R at K R 4; Kts at Q 4 and K 5; Bs at Q Kt 4 and K B square; Ps at Q Kt 2, Q B 2, 5 and 6, and K Kt 5.

Black.—K at Q R 3; Q at K R 2; Kts at Q 8 and K B square; B at Q Kt square; Ps at Q R 2. Q Kt 4, K B 6, and K Kt 3.

White to play, and mate in four moves.

This competitor has also overlooked a defence which has at all events baffled the examiners. In reply to the author's first move, Kt takes Kt P, the proposed defence is, Q to Q Kt 2.

MOTTO.—*Combine.*

White.—K at Q 8; Q at K R sq; R at K R 6; Kt at Q B 3; B at K 4; Ps at Q R 2 and 4, Q 3 and 5, and K Kt 3.

Black.—K at K 4; Ps at Q 2 and 3, and K R 7.

White to play and mate in three moves.

To this problem there is a second solution as follows:—1 $\frac{\text{Q to Q B sq}}{\text{K to Q 5 best}}$ for if Black moves the Pawn, White's answer is 2 Kt to Q sq, discovering check and mate. 2 $\frac{\text{Kt to Q Kt 5 dis ch}}{\text{K moves}}$, 3 $\frac{\text{mates}}{}$

MOTTO.—*A bird in the solitude.*

White.—K at Q 2; Q at K B 8; Kts at Q B 6 and Q 4; B at K R sq; Ps at Q R 4, Q Kt 3, K B 2, and K Kt 5.

Black.—K at Q 4; Ps at Q R 3 and 4, Q B 2, K 4, K B 6, and K Kt 5.

White to play and mate in four moves.

This problem also admits of a second solution, *e.g.*—1 $\frac{\text{K to Q 3}}{\text{P to K 5 ch (a)}}$, 2 $\frac{\text{K to B 3}}{\text{P moves}}$, 3 $\frac{\text{Q to K 7}}{}$, and mates next move.

(a) If Black plays 1 P takes Kt, White's answer is 2 Kt to Q 8, upon which Black has choice of only four moves. If 2 P to Kt 6, then 3 B takes P ch, &c.; if 2 P to B 3, then 2 Q to K 7, and Q or B mates accordingly; if 2 P to B 4, then 3 Q to K 7, and 4 Q or Kt P mates accordingly; and if 2 K to K 4, then 3 Q to B 6 ch, and 4 Q takes P at Q 5 mate.

MOTTO.—*Pro Rege et Lege.*

White.—K at Q R 2; Q at K 7; R at Q R 4; Kts at Q B 7 and K Kt 2; P at K 2.

Black.—K at K 5; Rs at Q R square and K R square; Kt at Q 5; B at Q R 2; Ps at K 4, K B 3 and 4, and K Kt 5.

White to play and mate in three moves.

The following solution is entirely different from that proposed by the author, *e.g.*—

1 $\frac{\text{Q to Q 7}}{\text{P to K B 5}}$ 2 $\frac{\text{Kt to Q 5}}{\text{Anght}}$ 3 $\frac{\text{Kt mates}}{}$

MOTTO.—*Morgenroth.*

White.—K at K B square; Q at K Kt 2; R at Q B 4; Kts at Q 6 and K 7; B at K R square and Q Kt 8; Ps at Q B 2 and 5 and K 3.

Black.—K at K 4; Q at Q B 2; Rs at K B square and K B 3; Kt at Q R square; B at Q Kt 4; Ps at Q Kt 2, Q B 6, K 3, K B 4 and 7 and K R 5.

White to play and mate in three moves.

The author's solution proceeds as follows:—

1 $\frac{\text{Q to Kt 7}}{\text{B to K square}}$ 2 $\frac{\text{R to K 4 ch \&c}}{}$

Instead of this second move the examiners propose 2 Q to Kt 5 and mate follows next move.

THE TIME LIMIT IN CHESS.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—I observe in this month's number a review of the book of the *Wiener Schachcongress*, in which you point out an error into which the editors had fallen in stating that the time limit was introduced at the Paris Tournament in 1867, the fact being that the regulation had been put in practice at the Bristol Congress of 1861.

As it may be of some little interest to your readers to learn the circumstances which led to the time limit in matches—a regulation which has been of great importance in the practice of the game—I beg the favour of being allowed to state them.

The facts were shortly these. In the year 1860 the London Chess Club got up a little match on even terms between Mr. Kolisch and myself. Mr. Kolisch of course won the match, but in one or two of the games I was fortunate enough to run him rather hard. In one game some position of difficulty arose, and over three successive moves he took more than two hours, occupying 55 minutes over one of them. Now, Sir, although this was complimentary to my skill, it was, as you may imagine, a weariness to the flesh, and I set my wits to work to devise some means of putting an end to a system of playing matches which had been creeping on until it had grown, as will be remembered, into a scandal.

One method of timing moves had been tried, and found wanting; namely, that of allowing a player, say, three minutes' consideration over every individual move. If my memory serves me rightly, I believe that on one occasion Mr. Harrwitz, in order to show its absurdity, took three minutes to consider his first move! Spurred on by what had taken place in my little contest, I was led to propose the method which has prevailed ever since in every match of importance, and which I believe has been found to work so fairly and beneficially. This, I need scarcely say, is the regulation which allows a player to spend any specified time—say two hours—over any specified number of moves—say twenty; and which is put in operation by means of the sand glass. This was the system adopted in the match between Anderssen and Kolisch at Bristol, in 1861; and whatever credit may attach to its introduction belongs, Sir, to

Your humble servant,

CHISLEHURST, 18th January 1875. GEO. W. MEDLEY.

REVIEW.—CHESS OPENINGS.*

WHEN the historian describes the most remarkable events of the past year, he will pass over the revolution in Spain as too common, and the Tory reaction in England as a thing of the past; his sketch will hardly contain more conspicuous features of the year 1874 than the abundance of Chess literature. The past year was inaugurated by the 5th edition of the *Handbuch*; it gave birth to half a dozen problem collections, Mr. Gossip's *Chess Manual*, Mr. Cook's *Synopsis*, Linde's *History of Chess*, and last, although not least, the long expected second edition of Mr. Wormald's *Chess Openings*.

The first edition appeared just eleven years ago; the work before us, however, is, as the author remarks in the preface, nominally a second edition; in reality, it is a new book, as every modern treatise on Chess Openings ought to be, considering that the Chess science of the opening and the conduct of the game has undergone a perfect change in the course of the last decennium. To ascertain how far Mr. Wormald has succeeded in the difficult task of analysing the Openings, we proceed to review the contents of his book.

The treatise on the Theory of the Openings begins with the King's Knight's Game; 1 P to K 4, 1 P to K 4, 2 Kt to K B 3, and the first pages are devoted to the history of this and the Openings in general; we notice some flaws. The author says: "*Lucena, the earliest European writer on Chess* (1495);" in fact

* "The Chess Openings," by R. B. Wormald. Second Edition. London: W. W. Morgan, 67 Barbican, E.C.

Vincenz is the first European writer on Chess (1495), and Lucena's treatise appeared about 1495, or rather between 1495-1498.* Mr. Wormald then proceeds with the history of the long fight on the question which is Black's best answer at the second move in the King's Knight's *début*, 2 Kt to Q B 3 or 2 P to Q 3, and tells us that the former move was established as the best defence by the Italian school, quoting a letter of Ercole del Rio to Ponziani, published 1750, *when Philidor published his Analyse du Jeu d'Echecs, in which he once more asserted the claims of 2 P to Q 3.* But Philidor's treatise appeared 1745, and Ercole del Rio (better known in the Chess literature as *Anonymo Modenese*) wrote a critique on Philidor's *Analyse*, where he ably exposed the mistakes committed by the Frenchman in favour of his hobby.

Philidor's defence, 2 P to Q 3, begins with Philidor's counter Gambit (3 P to Q 4, 3 P to K B 4), where the author examines the variation resulting from 4 P takes K P, and also refers to 4 B to Q B 4, but we miss here the continuation 4 Kt to B 3, which we prefer to both moves. To the second variation of the chief continuation of this *début* (3 P to Q 4, 3 P takes P, 4 Kt takes P, 4 *Kt to K B 3*) the author remarks "*this is generally given as Black's best defence, but it is questionable whether it is really stronger than the old move 4 P to Q 4. In the latter case the following is a probable continuation 4 P to Q 4, 5 P to K 5* [?] *5 P to Q B 4.*" Mr. Wormald overlooks that after 4 P to Q 4, not 5 P to K 5 constitutes White's best continuation, but 5 P takes P, followed up by 5 Q takes P, 6 Q to K 2 ch, as Herr Paulsen demonstrated a dozen years ago, and on account of Paulsen's attack, the move 4 Kt to K B 3 was substituted by the modern players.

In the chapter treating of Petroff's defence, we notice two curious mistakes, or rather *lapsus calami*. In the subvariation, 2 Kt to K B 3, 3 P to Q 4, 3 P takes P, 4 P to K 5, 4 Kt to K 5, the author says, after the move 5 Kt takes P; "*if instead of 5 Kt takes P, White play 5 B to Q 3, Black replies with 5 Kt to B 4, or perhaps, better still, with 5 Q to K 2.*" We have no objection to the former move, but the latter admits the simple and decisive reply, 6 B takes Kt.

In the leading variation, 2 Kt to K B 3, 3 Kt takes P, 3 P to Q 3, 4 Kt to K B 3, 4 Kt takes P, we find in the continuation 5 P to Q 4 the note: "*if he play instead 5 Kt to Q B 3, then follows 5 Kt takes Kt, 6 Q P takes Kt, 6 B to K 2, and the first player has no adequate advantage for the Pawn he has sacrificed.*" We may ask, where has he made the sacrifice?

The treatise on the Q Kt Defence begins with the Giuoco Piano, 3 B to B 4, 3 B to B 4; its first part deals with the variation, 4 P to Q B 3, 4 Kt to K B 3, 5 P to Q 4. Here the author remarks: "*White may also Castle at this point without disadvantage. In either case Black's best reply is apparently 5 Castles, or 5 P to Q 3. If instead of either of these moves he venture to play 5 Kt takes P, the first player obtains the superior game by 6 B to Q 5.*" This statement is contrary to our knowledge of this *début*, and we may point out the fact known that after 6 B to Q 5, Black obtains the superior game by 6 Kt takes B P, 7 R takes Kt, 7 B takes R ch, 8 K takes B, 8 Kt to K 2. Also the simple course 6 Kt to B 3, 7 B takes Kt, 7 Q P takes B, 8 Kt takes P, 8 Castles, 9 P to Q 4, 9 B to Q 3, leaves Black with a slight advantage. The same variation contains, after the moves 5 P takes P, 6 P to K 5, 6 P to Q 4, 7 B to Q Kt 5, 7 Kt to K 5, 8 P takes P, 8 B to Kt 3, 9 B takes Kt ch, 9 P takes Kt, 10 Kt to B 3, the note: "*if 10 Castles, 10 B to Kt 5, &c., Black might also have played 10 P to K B 4, but we are not satisfied that it is superior to the move in the text.*" Certainly not, but 10 Castles, followed up by 11 P to K B 3 is superior to both. The second form of this variation, 5 P takes P, 6 P takes P, 6 B to Kt 5 ch, 7 B to Q 2, 7 B takes B ch, 8 Q Kt takes B, is continued by 8 P to Q 4, whilst the better move, 8 Kt takes K P, is not mentioned. At the seventh move of Black in the preceding variation the author gives also the continuation 7 Kt takes K P, 8 B takes B, 8 Kt takes B, 9 B takes P ch, 9 K takes B, 10 Q to Kt 3 ch, 10 P to Q 4, 11 Q takes Kt, and remarks: "if 11 Kt to K 5 ch, 11 K to K 3, 12 Q takes Kt, 12 P to B 4, 13 Q to R 4, 13 P takes P, 14 Kt to K B 3, 14 R to K sq, and Black has a winning position." This we fail to see. To the second part of the Giuoco Piano, 4 Castles, 4 Kt to B 3, we find the note: "*The authorities are unanimous in recommending 4 Kt to B 3 as Black's best move, but, for our part, we confess we fail to recognise its superiority over 4 P to Q 3. The latter line of play, at any rate, possesses the merit of avoiding the embarassing attack arising from 5 P to Q 4.*" To this we may answer, 4 P to Q 3 gives White time to establish a centre which he cannot effect against 4 Kt to B 3, whilst the attack, 5 P to Q 4, against the latter move is unsound, and in our time is hardly to be ventured in any important game.†

The article on the Ruy Lopez begins with the defence 3 P to Q R 3, 4 B to R 4, 4 Kt to B 3, but all the leading variations in this most important form of this Opening are too briefly disposed of. What the author gives is not even an index of the best continuations, 5 Castles, 5 Kt takes P, 6 R to K sq, or 5 Castles, 5 B to K 2, 6 Kt to B 3, or 5 Kt to B 3, 5 B to B 4, or 5 P to Q 3, 5 B to B 4, &c. are not mentioned at all. To

* We possess, of Vincenz's book, but the title page, which bears 1495 as the year of its appearance; Lucena's Treatise, appeared afterwards, without a date, but not later than 1498, because it is dedicated to the Prince Don Juan d'Aragon, who died in this year. There are four copies of Lucena's book (the fourth and most complete was discovered a few years ago in the Brussels Library, by Von der Linde); the copy in the British Museum has no title page.

† Among the 164 games of the Viennese Tourney, we find it only once played, Anderssen v. Fleissig, and lost by the first player

the continuation 4 P to Q 4 of the defence 3 Kt to B 3 the author remarks, "*If white play 4 P to Q 3, the correct play is 4 B to B 4.*" This notion was for a short time entertained on the authority of Anderssen, who successfully played this defence against Neumann and other Berlin players about ten years ago, but Anderssen himself proved shortly afterwards the incorrectness of 4 B to B 4; the only sound reply is 4 P to Q 3. In the same variation we read, after 4 Kt takes Q P; "*This is the usual move, but 4 B to K 2 or Kt takes K P appears to us far preferable.*" We may state that 4 Kt takes Q P is not the usual, but an altogether obsolete move, not played in any important game in the course of the last twelve years. The leading attack, 4 P to Q 4, against the third defence, 3 K Kt to K 2, is only illustrated by one and an inferior continuation taken out of Blackburne's tourney games played against Steinitz in Vienna. The best line of play after 4 P to Q 4, 4 P takes P, 5 Kt takes P, 5 Kt takes Kt, 6 Q takes Kt, is 6 P to Q B 3, 7 B to R 4, 7 P to Q 4, 8 Kt to B 3, 8 B to K 3, 9 B to K 3. The fourth defence, 3 B to B 4, contains, after the moves 4 P to B 3, 4 Q to B 3, 5 Castles, 5 K Kt to K 2, 6 P to Q 4, 6 P takes P, the *lapsus pennæ*: "*White might also play 5 P to K 5.*"

Ponziani's Knight's Game is more elaborately analyzed than in any Chess book known to us. We think too elaborately in a book which treats of all the Openings in 274 pages. The article exhibits rare ability and profound knowledge of the matter; we miss however from the variation 3 P to B 3, 3 P to Q 4, 4 B to Kt 5, 4 P takes P, 5 Kt takes P, 5 Q to Q 4, 6 Q to R 4, 6 Kt to K 2, the continuation 7 Kt takes Kt, 7 Kt takes Kt, 8 Castles, 8 B to Q 3, 9 R to K sq, 9 Castles, where Black obtains, by the sacrifice of a pawn, the superior game. The variation 3 P to B 3, 3 Kt to B 3, 4 P to Q 4, 4 P to Q 4, 5 B to Kt 5, 5 Kt takes P, 6 Kt takes P, 6 B to Q 2, 7 Q to Kt 3, 7 Kt to B 3, 8 B to Kt 5, 8 B to K 2, 9 B takes K Kt, is continued by 9 P takes B, &c. with the note if 9 B takes B, 10 Q takes P. We think that Black obtains then a fine game by 10 Kt takes Kt, 11 P takes Kt, 11 P to B 3, 12 Q to K 4 [12 Q to Q 6 or B 5, 12 B to K 2], 12 Q to K 2.

The treatise on the Scotch Gambit begins with the variation 3 P to Q 4, 3 Kt takes P, and is continued by the modern attack 3 P to Q 4, 3 P takes P, 4 Kt takes P. This favourite of the present time is very unkindly treated by Mr. Wormald, whose continuations of the three lines of play, 4 Q to R 5, 5 Kt to Kt 5, or 5 Kt to K B 3, or 5 Q to Q 3, are obsolete; we are bound to say that the analysis given in the Chess Openings on this province of the Scotch Gambit is worthless. All other forms of this Opening are carefully and ably analysed, and contain every novelty. We differ from the author but in one variation, which he extracts from an analysis by Messrs. Jaenisch and Schoumoff, published in Vol. IX. of the *Chess Player's Chronicle*, and is as follows:—3 P takes P, 4 B to Q B 4, 4 B to B 4, 5 Kt to Kt 5, 5 Kt to R 3, 6 Kt takes B P, 6 Kt takes Kt, 7 B takes Kt ch, 7 K takes B, 8 Q to R 5 ch, 8 P to Kt 3, 9 Q takes B, 9 P to Q 4, 10 Q takes P ch, 10 Q takes Q, 11 P takes Q, 11 K R to K sq ch, 12 K to Q sq, 12 Kt to Kt 5, 13 B to Q 2. The course 11 Kt to Kt 5 at once, 12 K to Q sq, 12 B to B 4, 13 Kt to R 3, 13 Q R to Q sq is, we think, more favourable for Black.

We propose to continue our review of this important work next month. We feel bound to criticise the book severely, because of the high position which its author occupies as a Chess writer; but in fairness to Mr. Wormald we may now add that, notwithstanding errors and numerous misprints, we consider the book superior to every English treatise on Chess. The student of Chess Openings may take Mr. Wormald as a safe guide. "The Chess Openings" will show him all the different roads on which he must become accustomed to walk.

SOLUTIONS OF PROBLEMS.

No. 553.

WHITE.	BLACK.
1 Q to Kt 6	1 K to B 5
2 Q to B 5 ch	2 K moves
3 Kt mates	

If 1 P takes Kt
2 B to Kt 3 ch and Q mates
If 1 K takes Kt
2 Q to B 5 and Q or B mates accordingly

No. 554.

See Problems Reviewed.

No. 555.

1 Kt to B 7 ch	1 K to Q 4
2 R to K R 3	2 K to K 5
3 K to Q B 4	3 K takes P
4 R mates	
If 2 K takes Kt	
3 Kt to K Kt 4	3 K moves
4 R mates	
If 1 K to Q 2	
2 K to Q Kt 6, &c.	
If 1 K to Q B 2	
2 R to K 7 ch, &c.	

No. 556.

WHITE.	BLACK.
1 Q to K B 2	1 R to K 5
2 B to Q 5 ch	2 R or K takes B
3 Q mates accordingly	
If 1 R takes B	
2 Q takes R ch and mates next move	

No. 557.

See Problems Reviewed.

No. 558.

1 Kt to Q B 5	1 R or Kt moves
2 Q to B 4 ch	2 K takes Q
3 Kt mates	
If 1 K to Q 3	
2 Q takes P ch and Kt mates	
If 1 K takes Kt	
2 Q to B 4 ch and Kt mates	

No. 559.

1 B to Q Kt 3	1 P to K 7
2 Kt to K Kt 7 ch	2 K moves
3 Kt to Q 5 dis ch	3 Kt or B interposes
4 Q mates	
If 1 Kt to K 7	
2 Kt to K 7 ch, &c.	
If 1 P to K B 3	
2 Q to R 5 ch and mates next move	
If 1 Kt to K B 6	
2 Kt to K K 7 ch	2 K to K 4
3 Q to K B 4 ch	3 K takes Q
4 Kt to K 2 mates	

No. 560.

1 R to K 8	1 B takes R
2 R takes P	2 B takes R
3 Kt to K R 4	3 Aught
4 Kt or P mates	
If 1 R to Q 4	
2 R takes P	2 R checks
3 K to B 8 dis ch	3 Aught
4 Mates accordingly	
If 1 R takes B	
2 Kt to R 4	2 B takes P
3 P to Q 4 ch	3 K moves
4 R to Q 8 mates	

WHITE.	BLACK.
If 1 P or B takes R	
2 Kt to R 4, &c.	at Q B 6

There are many other variations to this problem, but space forbids us to print more. They can, however, be found from the above, without difficulty.

No. 561.

1 Q to K B 8	1 R takes Kt
2 Q to Q B 5 ch	2 R or B takes Q
3 Kt mates accordingly	
If 1 R takes P	
2 Kt to B 3 ch	2 R takes Kt
3 Kt to Q R 7 mate	
If 1 P takes Kt	
2 Kt to B 3 ch	2 K to B 4
3 B mates	

No. 562.

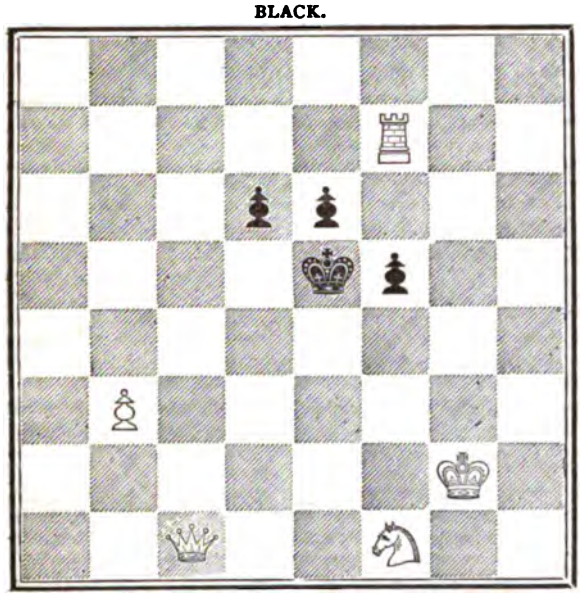
1 R to Q Kt 8	1 B to R 5, B 5 or 3
2 R to Kt 4	2 Aught
3 Mates accordingly	
If 1 B to Q 2	
2 R to Kt 3 and mates next move	

Want of space compels us to hold over remainder of Solutions and Problems Reviewed.

PROBLEMS.

PROBLEM No. 575.—By C. CALLANDER.

BLACK.

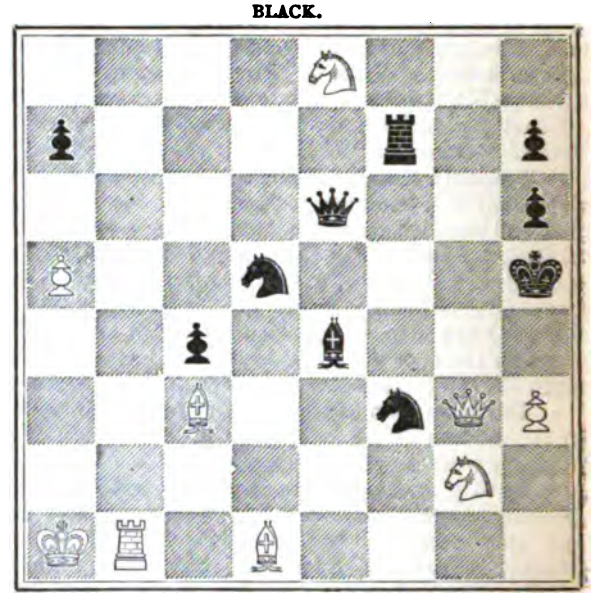


WHITE.

White to play and mate in three moves.

PROBLEM No. 576.—By H. J. C. ANDREWS.

BLACK.

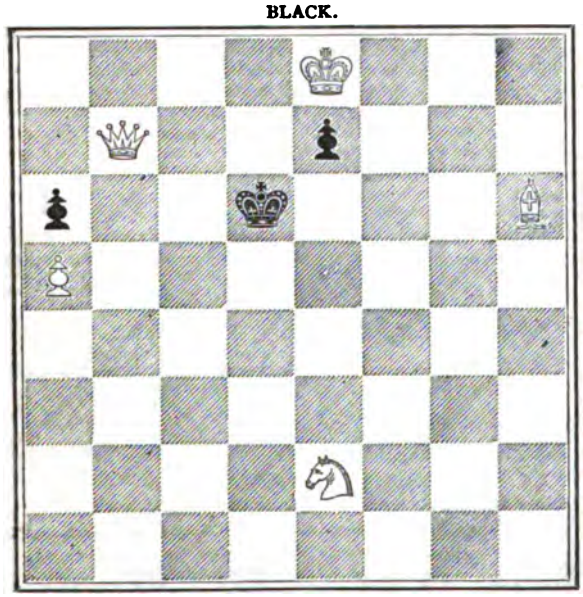


WHITE.

White to play and mate in four moves.

PROBLEM No. 577.—By S. H. THOMAS.

BLACK.

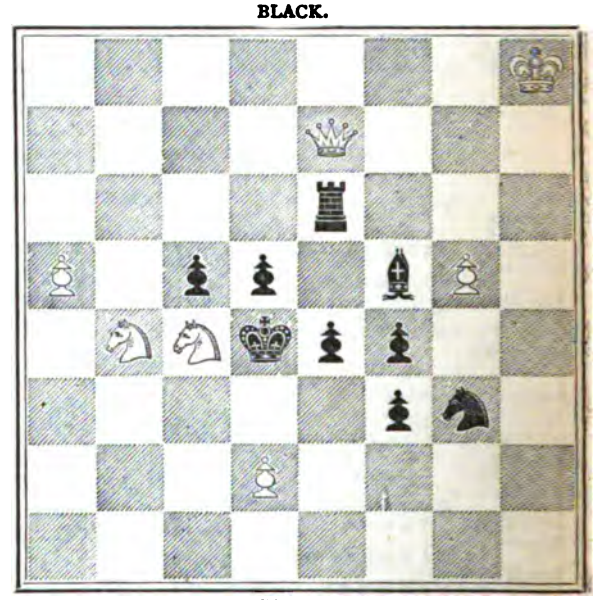


WHITE.

White to play and mate in four moves.

PROBLEM No. 578.—By C. W. of Sunbury.

BLACK.



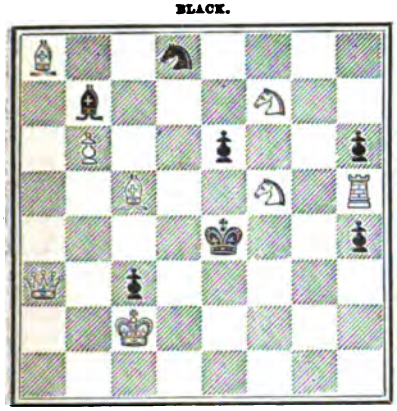
WHITE.

White to play and mate in four moves.

PROBLEMS.

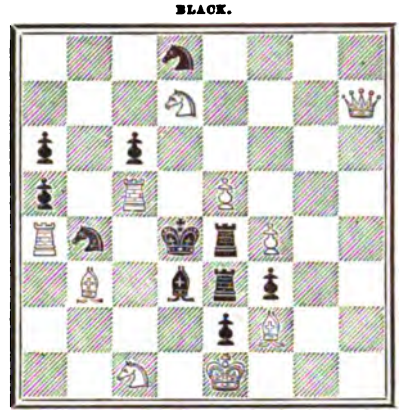
THE WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

No. 579.
"Chess Nuts."
BLACK.



WHITE.
White to play and mate in three moves.

No. 580.
"Chess Nuts."
BLACK.

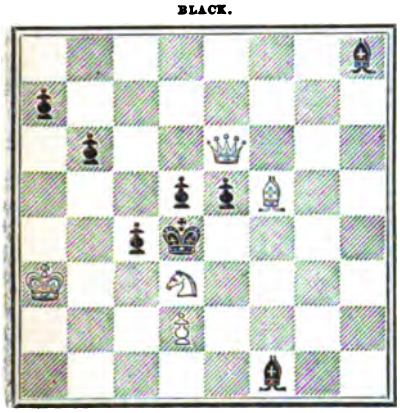


WHITE.
White to play and mate in three moves.

No. 581.
"Chess Nuts."
BLACK.

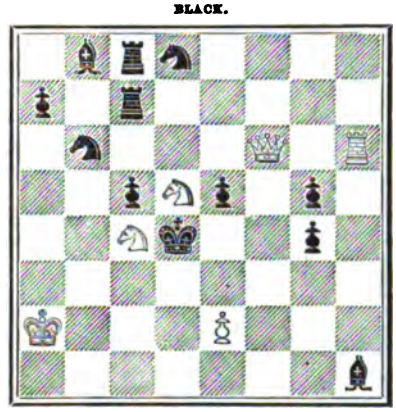
WHITE.
White to play and mate in four moves.

No. 582.
"Good is good, but better carries it."
BLACK.



WHITE.
White to play and mate in three moves.

No. 583.
"Good is good, but better carries it."
BLACK.

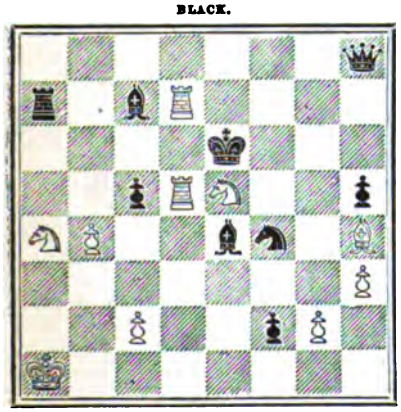


WHITE.
White to play and mate in four moves.

No. 584.
"Good is good, but better carries it."
BLACK.

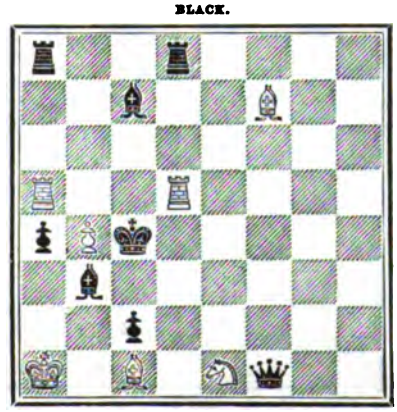
WHITE.
White to play and mate in four moves.

No. 585.
"Errare humanum est."
BLACK.



WHITE.
White to play and mate in three moves.

No. 586.
"Errare humanum est."
BLACK.



WHITE.
White to play and mate in four moves.

No. 587.
"Errare humanum est."
BLACK.

WHITE.
White to play and mate in four moves.

PROBLEMS.

No. 588.—By J. W. Abbott.

BLACK.

WHITE.

White to play and mate in two moves.

No. 589.—By F. H. Bennett.

BLACK.

WHITE.

White to play and mate in two moves.

No. 590.—By D. Clark, Barnaul, Siberia.

BLACK.

WHITE.

White to play and mate in two moves.

No. 591.—By Charles A. Gilberg.

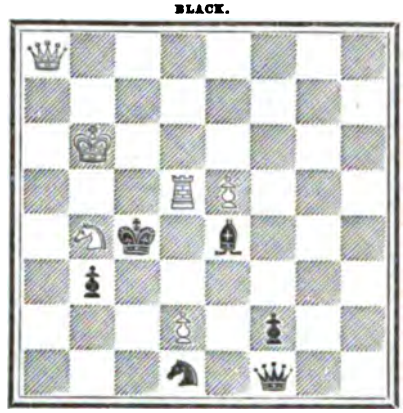
BLACK.

WHITE.

White to play and mate in two moves.

No. 592.—By J. Menzies.

BLACK.



WHITE.

White to play and mate in two moves.

No. 593.—By A. Cyril Pearson.

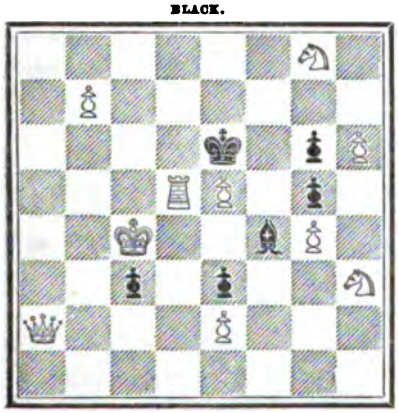
BLACK.

WHITE.

White to play and mate in two moves.

No. 594.—By J. Scott.

BLACK.

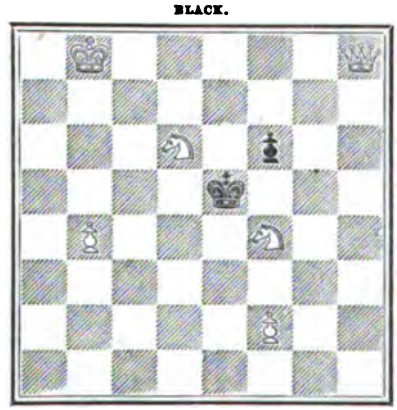


WHITE.

White to play and mate in two moves.

No. 595.—By I. O. Howard Taylor.

BLACK.



WHITE.

White to play and mate in two moves.

No. 596.—By J W., Bogan, New South Wales.

BLACK.

WHITE.

White to play and mate in two moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 299.

Game played at the Literary Society, Exeter, August 1874.

French Opening.

White. Mr. J. De Soyres.	Black. Mr. C. Lambert.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 P to B 4 (a)	5 B to Kt 5 ch
6 Kt to B 3	6 Q to K 2 ch
7 B to K 3	7 Castles
8 P to B 5 (b)	8 Kt to Kt 5
9 Q to Q 2	9 R to K sq
10 B to Q 3	10 Kt takes B (c)
11 P takes Kt	11 B takes Kt
12 P takes B	12 Q takes P ch
13 Q takes Q	13 R takes Q ch
14 K to Q 2	14 R to K sq
15 K R to K sq	15 B to K 3
16 R to K 3	16 P to K R 3
17 Q R to K sq	17 Kt to Q 2
18 P to B 4 (d)	18 Kt to B 3
19 P takes P	19 B takes P
20 R takes R ch	20 R takes R
21 R takes R ch	21 Kt takes R
22 P to Q R 3	23 B takes Kt
23 P takes B	23 K to B sq
24 K to K 3	24 K to K 2
25 B to B 4	25 Kt to B 3
26 P to Q R 4	26 P to B 3
27 P to R 5	27 P to R 3
28 K to B 4	28 Kt to Q 2
29 B to Kt 3	29 K to B 3
30 B to B 4	30 P to Kt 4 ch
31 K to Kt 3	31 P to R 4 (e)
32 P to R 4	32 P takes P ch
33 K takes P	33 K to Kt 3
34 B to Q 3 ch	34 K to B 3 (f)
35 K takes P	35 Kt to B sq
36 K to Kt 4 (g)	36 Kt to K 3
37 P to Q 5 (h)	37 P takes P (i)
38 P to B 6	38 P takes P
39 B takes P	39 K to K 4
40 B to B 8	40 Kt to B 2
41 P to B 4 ch	41 K to Q 3 (k)
42 P to R 6	42 P to Q B 4
43 P to R 7	43 K to B 3 (l)
44 P to B 5	44 K to Kt 3 (m)
45 P Queens	45 Kt takes Q
46 B to K 6 (n)	46 K to B 3 (o)
47 B takes P	47 K to Q 3
48 K to Kt 5	48 Kt to Kt 3
49 K to Kt 6	49 P to B 5 (p)
50 B to K 8	50 K to K 2
51 B to R 4	51 P to Q 5
52 K to Kt 7	52 Kt to Q 4
53 B to Kt 5	53 P to B 6
54 B to Q 3	54 Kt to B 3
55 K to Kt 6 (q)	55 Kt to K sq
56 B to B 2 (r)	56 K to B sq
57 B to Q 3	57 Kt to Q 3
58 K to B 6	58 Kt to B 5
59 K to K 6	59 Kt to K 6 (s)
60 K to K 5	60 P to B 7
61 B takes P	61 Kt takes B
62 K to K 4	62 K to B 2
63 K to Q 3	63 K to B 3
64 K takes Kt	64 K takes P
65 K to Q 3	65 K to K 4
66 K to Q 2	66 K to K 5
67 K to K 2	

Drawn Game.

(a) The usual move, 5 B to Q 3, is preferable to the move in the text.

(b) A bad continuation.

(c) As White cannot avoid all these exchanges and the loss of a Pawn, Black should first develope his game by 10 Kt to Q B 3

(d) If 18 B to B 5, Black can equally play 18 Kt to B 3, and if 19 B takes B, 19 Kt to K 5 ch, &c.

(e) If 31 Kt to B sq, the game would proceed as follows:—

32 P to Q 5	32 P takes P

Bad would be 32 Kt to Q 2, 33 P takes P, 33 P takes P, 34 B takes P, 34 Kt takes P, 35 B to Kt 7.

33 B takes Q P	

Inferior is 33 P to B 6, 33 P takes P, 34 B takes P, 34 K to K 2, &c.

	33 Kt to Q 2
34 B takes Kt P	34 Kt takes P
35 B to Q 5	

(f) 34 P to B 4 is not good, as White proceeds thus:—

35 B to B 4	35 Kt to B sq
36 P to Q 5	36 P takes P
37 P to B 6	37 P takes P
38 B takes R P	38 P to B 4

If 38 Kt to K 3, 39 B to Kt 7, 39 P to Q 5, 40 B takes P, 40 P to Q 6, 41 B to R 4, &c.

39 B to B 8	39 P to B 5
40 P to R 6	40 P to B 6
41 P to R 7	41 P to B 7
42 P Queens	42 P Queens
43 B takes P ch, and White will draw the game.	

(g) White plays the end game, all through, very well indeed, but he is under the disadvantage of fighting for a lost case; he has, in fact, no move which could save the game. If 36 B to B 4, Black wins by—

	36 Kt to K 3
37 B takes Kt	37 K takes Kt
38 K to Kt 5	38 K to Q 4
39 K to B 6	39 K takes P
40 K takes P	40 K takes P

Black loses by 40 K to K 6, 41 K to K 7, 41 K takes P, 42 K to Q 7, 42 K to K 5, 43 K to B 7, 43 K to Q 4, 44 K takes P, 44 K takes P, 45 K takes P, 45 K to Kt 5, 46 K to Kt 6, &c.

41 K to K 6	41 K to Kt 4
42 P to B 4	42 P to B 4
43 P to B 5	43 P to B 5
44 P to B 6	44 P to B 6
45 P to B 7	45 P to B 7
46 P Queens	46 P Queens
47 Q to B 5 ch	47 Q to B 4

(h) Certainly the best way to prolong the contest.

(i) Better than 37 Kt takes P, 38 P takes P, 38 P takes P [38 Kt takes B (?), 39 P to B 7].

(k) The latter part of the game is played by Black in a very inferior style, 41 K to K 5 or Q 5, followed up by the advance of the Q B P, would have won easily.

(l) Why not 43 P to B 5? if 44 B to Kt 7, 44 P to B 6, winning at once; if 44 K to B 3, Black may answer now 44 K to B 3, gaining a move.

(m) Again he should advance the Q B P.

(n) An ingenious and perfectly sound resource.

(o) The simplest course was here:—

	46 Kt to B 2
47 B takes B P	47 P to B 5
48 K to B 3	48 K to B 4
49 K to K 2	

If 49 K to K 3, 49 P to Q 5 ch, 50 K to Q 2, 50 P to B 6 ch and 51 K to Q 4.

	49 K to Q 5

winning in a few more moves.

(p) After missing the opportunity to advance the Pawn several times, Black now moves it when he ought not to do so: 49 K to Q 2 was the proper move.

(q) White has no better move: if 55 B to B 2, 55 Kt to R 5 ch, 56 K to Kt 6, 56 Kt to B 4 ch, 57 K to Kt 7, 57 K to Q 3 and wins.

(r) If 56 K to Kt 5, Black wins by—

	56 K to Q 3
57 K to B 4	57 K to Q 4
58 K to B 3	58 K to K 4
and	59 Kt to Q 3

(s) An incomprehensible move: 59 Kt to Kt 7, 60 B moves, 60 P to Q 6 wins in a very simple way.

GAME 300.

Irregular Opening.

White. Capt. O'Farrell.	Black. Mr. A. E. Olmsted.
1 P to K 4	1 P to Q 4
2 P takes P	2 Q takes P
3 Kt to Q B 3	3 Q to Q R 4
4 B to B 4 (a)	4 P to K 3
5 P to Q 3	5 B to Kt 5
6 B to Q 2	6 B takes Kt (b)
7 B takes B	7 Q to K Kt 4
8 Kt to B 3	8 Q to R 3
9 Q to K 2	9 Kt to Q B 3
10 B to Kt 5 (c)	10 Kt to K 2
11 Kt to K 5	11 P to R 3 (d)
12 Kt takes Kt	12 Kt takes Kt
13 B takes Kt ch	13 P takes B
14 Q to K 5	14 Castles
15 Q takes B P	15 Q to Kt 4
16 P to K R 4	16 Q to Q 4 (e)
17 P to R 5	17 P to R 3
18 Q to Kt 3 (f)	18 P to B 3
19 B to Q 2	19 Q to K 4 ch
20 Q takes Q	20 P takes Q
21 R to R 3	21 R to B 3
22 P to K Kt 4	22 P to Kt 4
23 B to B 3 (g)	23 R to B 5
24 R to Kt 3	24 P to K 5
25 B to Q 2 (h)	25 R to B 6
26 P takes P	26 R takes R
27 P takes R	27 B to Kt 2 (i)
28 K to K 2	28 P to B 4
29 K to K 3	29 R to Q sq
30 B to B 3	30 K to B 2
31 R to B sq ch	31 K to K sq
32 R to B 6	32 R to Q 8
33 R takes P ch	33 K to Q 2
34 R takes K R P	Resigns.

(a) 4 Kt to B 3, followed by 5 P to Q 4 and 6 B to K 2, is the proper course. The Bishop at B 4 is powerless in all openings of this kind.

(b) Extremely injudicious. Black brings out his opponent's pieces into action instead of his own.

(c) Being far ahead in the development of his forces, White ought to play a stronger game, *e.g.*, Castles, followed up by K R to K sq and Q R to Q sq.

(d) This move enables the opponent to break up Black's Queen's flank. 11 B to Q 2 was not very satisfactory, but still better.

(e) If—

	16 Q takes P
17 Castles	17 Q takes P
18 Q R to Kt sq	18 Q to K 6 ch
19 K to Kt sq	19 P to Kt 3
20 P to R 5	20 R to R 2
21 Q to R 2	

If 21 P takes P, 21 Q takes R ch.

	21 P to B 3

If 21 Q to R 3, 22 P takes P, 22 Q takes Q, 23 P takes R P double ch, 23 K takes P, 24 R takes Q mate.

22 P takes P	22 P to R 3

23 B to Q 2, and wins.

(f) 18 R to R 3 could be played here with advantage.

(g) Is the law of passare in battaglia (prohibiting the capture en passant) now adopted by our American cousins? Why not 23 P takes P en pass, 23 R takes P, 24 R takes P, 25 Castles, and 26 Q R to R sq.

(h) 25 B to K 5 was here the best move, which would equally win a Pawn, and prevent the advance of Black's K P.—See note (i).

(i) A preposterous manœuvre. 27 P to K 4 gave Black a good chance to draw the game.

WHIST.

A and B play against X and Z. A leads. The card with the double rim wins, and the card below the rimmed card is the next one led.

HAND No. 207.

Played at the Egyptian Hall, 23rd January 1875.

Z turns up Diamonds Qn.

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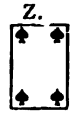
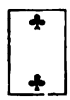
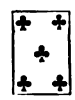
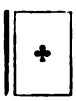
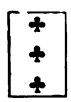
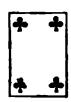
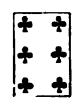
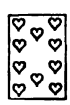
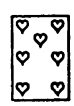
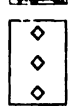
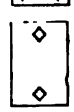
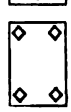
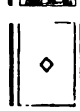
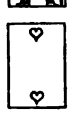
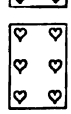
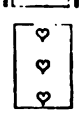
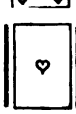
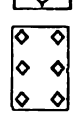
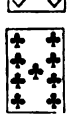
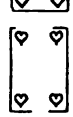
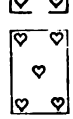
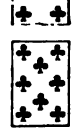
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 208.

Played at the Westminster Chess Club. 16th January 1875.

Score 1 all.

Z turns up Spade 9.

	Green. A.	F.H.Lewis. X.	Rice. B.	Solomon Z.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 209.

Hand No. 38 from Cavendish, 10th edition, see pp. 130 and 134, on the Grand Coup.

Z turns up Hearts 8. Score 4 all.

Z's Hand.—S Kg, 3, 2; H Kg, Kv, 8, 3, 2; D Kg; C 10, 9, 7, 5.

	A.	X.	B.	Z.
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				

HAND No. 207.

NOTES.—Trick 1.—The correct lead. Psycho signals, as many other players do, without reason. Trick 2.—Again following the prevailing epidemic, he takes with the Ace; but the illusion is very short lived, for he immediately destroys it by leading the King. Trick 4.—We saw this lead once before, or we should have said it was quite original. Trick 8.—In order to draw a trump from his partner, knowing that A has not a trump, and with no suit established. Trick 9.—We observe that Mr. Maskelyne has had an interview with Cavendish, but we regret to observe that he does not attend to Cavendish rules. The score was not mentioned, and it is hardly necessary to say, with such a player as Psycho, this is of little importance. His adversaries play sufficiently well.

HAND No. 208.

NOTES.—Trick 6.—A gains nothing by this discard, except the chance, which did not come off, of being able to overtrump Z. He ought, knowing that Diamond Knave was a lead from Knave, Queen, King to 5, if he intended to discard Heart Knave, to have discarded it at trick 4, taking the chance, at some later period of the game of returning Heart 2. But it was much better, if he could not draw the trumps together, to keep a certain forcing card. Trick 8.—Must draw two trumps for one, it being reasonably clear that B has no more. Trick 9.—Z judiciously continues the long Diamond, and having kept the turn up, shews that A can only have the Knave; but independently of this, if A had had Knave and 10, he would have played one or the other at trick 8. Trick 10.—The best Heart and the game is now won, only another instance of the danger of passing a winning card. If A had not discarded the best Heart at trick 6, he would have made either that or a Club, and thus have saved the game.

HAND No. 209.

THE AUTHOR'S NOTES.—Trick 3.—A and X have no more trumps, and Z knows that the Queen and 10 are in B's hand. Trick 8.—Z throws the King of Spades instead of the two, for this reason. If Z has the lead at the 10th trick, he must lose a trick in trumps and the game. The King of Spades is useless to Z, as he must lose the game unless X has the Ace of Spades, and Z fears, if he retains the King, that his partner may refrain from winning the 10th trick. If Z lead the Ace of Spades, instead of the King, he would similarly throw the Ace at trick 8, as it is evident, in that case, the game is lost, unless X has the Spade Ace. Trick 9.—The grand coup.

NOTES BY OURSELVES.—Trick 1.—The lowest but one game. Trick 2.—The Diamond 2 has not appeared. Query? why should not B be signalling? or, indeed, why should not Z be playing dark with Kg, Qn or Kg, Qn, Kv? At the score we would rather lead the Club Ace King. With the two led, here we would lead trump. The absence of the 2 in this instance would make us refrain from so leading. The element, time, so important in Whist, is, to our thinking, lost by this lead. We like a bold game. But just for a moment see how we stand if X is signalling. Grant all the virtues of the lowest but one lead, are we to sacrifice everything to this hobby? Suppose the signal, and we lead trumps, X wins, and gets an immediate force on Z (the, on our supposition, weak hand). We took this hand purely by accident; we placed the cards out on the table, for we cannot follow the hands in our heads by this notation. We did not pick it out, and, indeed, we did not notice the lead of the lowest but one until the cards were on the table. We did not, therefore, take it as an example, but we think the point we make is worthy of consideration. Cavendish, it is true, was not prevented from playing the bold game. We should certainly have been stopped from so doing; we should first have ascertained which way the wind blew. Trick 3.—Purists as we are in the matter of the return of the trumps, we do not think we dare return this lead. The cards in B's and Z's hand are Ace, Kg, Qn, Kn, 10, 8. They must be pretty well divided between the two players, and we must place our partner in a bad position. Even on the best supposition, viz., that he has Ace, Kg, 10. He does not know what a wretched hand we have. We should have led the only good card we have, the Club Qn. Simplicity would, we think, easily win the game. 1, Diamond Ace; 2, Heart 7; 3, Club Queen; 4, Club Knave; 5, Club Ace; 6, Club King, taken with trump 9. Trump Ace and no high filuting! There are other points in this hand which we will deal with on another occasion. We have not yet had time to examine the Whist hands in this book. We hope this is not a fair specimen. It bears an artificial appearance that we do not like. We should be glad if our correspondent who took in hand Dr. Pole's Whist Examples would criticise the hands. Cavendish's Whist does not deserve the namby-pamby criticism of the present day. The book will live, and can afford to have any excrescence cut out. We know the difficulties of getting good Whist hands, but we prefer a real Whist hand, however faulty, to a made up stilted hand, which we think this is. If it be a made up hand, we can only say it is not artistic, and, in theatrical language, the points are not properly led up to. It must not be inferred, because we disapprove of the play on one side (play we are inclined to think without looking at the score) that therefore we do not admire the good points of Z's play. The fact is, this should have been an ending or study, instead of a hand, and it conveys a lesson that young players will do well to study. Men talk in a loose way about playing to the score, but they seldom realise the fact that it is often necessary to throw away a trump for nothing, or to throw away a winning card for nothing, in order to be able to place the lead in another hand, or to prevent our winning a trick. If they will see that at trick 7 it is necessary for X and Z to get all the tricks to save or win the game they will then see the importance of the study before us. But we trust the unskilful and unobservant players will not take it into their heads to trump our winning cards, and throw away Aces and Kings without they first realise what they are doing.

CAVENDISH ON WHIST.—10TH EDITION.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—I beg to thank you for a genuine review of the above work, which I esteem more than a mere flattering paragraph. I court real criticism, because, if mistakes are pointed out, it gives me the opportunity of correcting in another edition. You also, in editorial reply to a correspondent, desire criticism. I hope therefore you will allow me, in a friendly spirit, to remark on your observations respecting my historical sketch of Whist. You say "the author finds allusions to cards in Antony and Cleopatra." I cannot take the credit of having "found" these allusions. Mr. Douce, in his "Illustrations of Shakspeare," was the finder of them. You ask for authority for supposing that the word knave was used for the valet or jack in Shakspeare's time. The oldest mention of knave, in the sense of a playing card knave, that I can find is in "A Dictionarie of the French and English Tongves. Compiled by Randle Cotgrave. London, 1611."

Under "Valet" is the following, "*Valet de Picques*, the Knave of Spades." I think this settles the point in my favour. You also say that you "miss an allusion to Scotch Whist" in my outline of the history of Whist. I did not allude to "Catch the ten," *sometimes called Scots Whist*, because, in my judgment, it has about as much affinity to Whist proper as the Scotch fiddle has to a violin. Catch the ten is a round game, played by from two to eight persons, with a pack of thirty-six cards, the twos, threes, fours, and fives being thrown out. It is occasionally played with partners, but so are Spoil-five and Euchre. The cards may be dealt by one or three at a time, and, as at several other games, they rank as at Whist, except in the trump suit, in which the knave is the best. The game is forty-one up, the scores accruing from the majority of cards in the tricks taken, and from honours. Thus, if four play, each person's share of cards in the tricks is nine. If two partners get eight tricks, *i.e.*, thirty-two cards, they reckon 32—18 (their half share)=14 points towards game. The knave of trumps reckons eleven; the ace four; the king three; the queen two; and the ten (an honour) ten. They are scored, not by the players holding them, but by those who win them in the play of the hand. A great point is to catch the ten of trumps in one of your tricks; hence the name of the game. After this short description, I think you will agree with me, that "Scots Whist" needs not necessarily be alluded to in a history of Whist proper. Catch the ten is a local game, and even if it is the game referred to in 3 Henry VI. Act V. Scene 1 (which I beg leave to doubt), it cannot be said, therefore, that Shakspeare alluded to Whist. As regards the refinements to which you object, I hope you will allow me to draw your attention to the fact that I have placed them in appendices, for the very reason you give, viz.: that "conservatism in Whist goes so far, that we [*i.e.* players generally] would change nothing in a system at present pretty generally understood, without reasons stronger than can probably be given for any innovation." This is perfectly true. These refinements must bide their time; it will only be after an extended experience that their adoption or rejection can be established. But I thought it advisable, in a book which professes to be up to the level of the latest propositions, to include them, and, so far as I was able, to advocate what I consider improvements in the game. You will observe, and I wish you had stated this in your review, *that I have not incorporated them in the body of the text.* I have put them in appendices, for the consideration of good players; but I have not attempted to force them on the student as substantive parts of the game; for, after strict examination, they may turn out to be mere crotchets. In their favour, perhaps, I may be permitted to state, that they have been adopted by most of the highest class players of my acquaintance. I wish I could give names, but the etiquette of club life forbids this without permission; I must therefore ask you to take the statement on my *ipse dixit.*

THE AUTHOR OF CAVENDISH ON WHIST.

[We gladly give insertion to Cavendish's letter. We did not point out the distinction that the author has now done between the text and the appendix. If, as we understand, Cavendish has placed the suggested modes of play in the appendix, to give to the public these new ideas as tentative only, and not as recognised modes of play, we think he was quite right. The new inventions are played at the County, where the strongest Whist players of the day do congregate, and it may be that in time these players will leaven the mass. We have watched the effect of the new mode to see the influence it might produce on the conduct of the hand, and, so far as our observations have gone, it is to suggest to our mind that it causes increased confusion and doubt. An intimate friend dined with several members of the club and others who had adopted these views, and during the dinner the talk was Whist talk, and especially on this subject. After dinner our friend, on every occasion that he had the chance, adopted the lead of the lowest but one, and he carefully watched the others' play, and he declared that there was one occasion where his partner might have counted his hand by attending to this rule, and he told his partner that he lost the game by inattention. On which his partner replied, "I did not know that you played on that system." On which he asserted that he had done so on every possible occasion throughout the night, and no one of the others took any notice of it. This reminds us of the story where in one hand all the players signalled for trumps, and at the end of the hand each player said that the other had lost the game by not attending to the signal. No one of the four saw the other signal. No one can doubt that the advantage of knowing that a player has five of a suit may occasionally be of great service, and it may be for this reason it will come into general operation. But, on considering the point, we have to look at the disadvantages as well as the advantages, and if our readers will turn to Vol 1, pp. 94, 95 and 96 and read the able arguments that were used against Cam's rule, *i.e.*, leading the lowest but one when you have five of a suit without an honour and applying the same reasoning to Cavendish's rule of leading the lowest but one from five of a suit, we think these arguments should convince them, as they convinced us, that the rule does not give sufficient advantage to make the change advisable. The writers of those letters were none of them unknown players, and they have left nothing to be said on the subject. Our readers will understand that the new system is an experiment, and, therefore, when they sit down with one of those players who practice this system, they must ask, as we formerly asked, "partner, do you signal?" Now everybody signals, and we may add without the signal hardly any one will lead trumps. Now we must ask, "partner, do you play the lowest but one?" and, on receiving an affirmative reply, "do you play according to Cavendish or Cam?" The writer of the Review may have something to say on the above letter next month.—ED. WESTMINSTER PAPERS.]

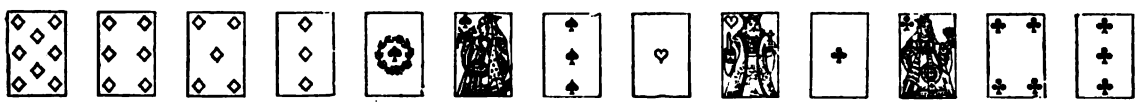
No. 105.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. Lewis.

A's Hand.

X's Hand.

B's Hand.



Z's Hand.

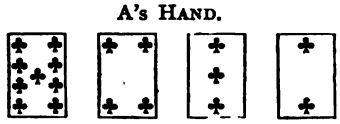
A to lead, and X and Z to make the odd trick. Clubs trumps.

SIMPLE ENDINGS.

From Cavendish on Whist, 10th edition.

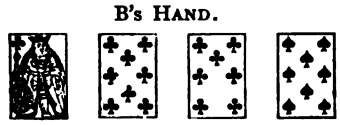
No. 106.

A's Hand.

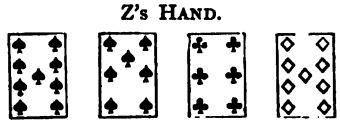


X's Hand.

B's Hand.



Z's Hand.

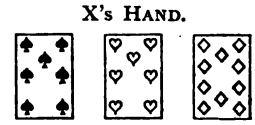


A to lead and X and Z to make all four tricks. Spades trumps.

No. 107.

A's Hand.

X's Hand.



B's Hand.

Z's Hand.

A to lead and A and B to make 2 tricks. Hearts trumps.

Our Review of "Round Games" will appear in the next number.

REVOKE.

In our last number the following appeared in our Answers to Correspondents:—

JUNIOR ATHENÆUM CLUB (*Revoke*).—Ten tricks have been played, when A, having the lead, places his remaining three cards—three best trumps (diamonds)—on the table, as indicating that he has the game. He does not play the cards one by one, but puts the three down together, the other players then throw their cards on the table, face upwards, when it is observed that A's partner, B, has only two cards, a Heart and a Club. Search is made for the missing card, which is found mixed with the first trick, and to be a trump. Can the adversaries establish a revoke against B, he not having revoked in any previous trick?—*Ans.* We are of opinion that B has revoked. To throw down the cards has always been held an act of play as against himself, his adversaries have the right to treat them (the cards on the table) as played cards—Case 6 in J. C.'s book. B has thrown down his cards, and he has played to the first card which, in fact, is a card led by his partner, and he had, or ought to have had, one of the suit led in his hand. It is true that this seems hard on A and B, but they are the only persons in fault. B should have counted his cards. Had not A thrown down his cards, B clearly would have played a Heart or Cub to the first trick. It seems to us that A or B must be held to have led again, and the revoke is established.

On this "Trumps" addressed the following letter to the *Field*, and at the foot is Cavendish's opinion on the subject.

SIR,—Not long ago my opinion was asked on the following case, which occurred at one of our London clubs:—

A and B, X and Y being respectively partners, A, the tenth trick having been played, placed his three remaining cards, being the three best trumps on the table; these won the game, unless A or B had revoked. X and Y threw down their cards, so did B. Then X and Y observing that B threw down two cards only, neither being a trump, rightly require B to produce the other. The tricks are searched, and it is discovered that B, the leader, had gathered the turn-up trump into the first trick. X and Y thereupon claim one if not two revokes, seemingly on the ground that B must be held to have played *seriatim* two cards not trumps to his partner's three trumps, then to have played a trump. B had not revoked in the play of the ten previous tricks.

I gave it as my opinion that there was no revoke; but, as I see that an opposite opinion has been given by one of your cotemporaries, it may be interesting to some of your Whist readers if I can elicit your opinion on the case, whilst I venture to state the reasons which influenced my judgment.

The case appears to me to be governed by rule 58, which enacts that "If a player or players, under the impression that the game is lost or won, or for other reasons, throw his or their cards on the table face upwards, such cards are exposed and liable to be called." (See also rule 59, which contemplates hands being abandoned, not played out regularly).

Rule 58, therefore, provides a penalty for the very common occurrence, irregular, no doubt of a player or players throwing down his or their hands, and evidently treats such an act as an act of exposure only, as in common sense it is, not as an act of playing the abandoned cards *seriatim* in any particular order.

On the above facts it appears that X Y and B threw down their cards under the impression that the game was won by A; and in my opinion I consider that B constructively threw down the missing card along with the other two; he never intended to play only to abandon his hand, wherever it might be above or below the table, and the penalty for this irregular act is that enacted by rule 58, and no other.

I would ask those who maintain that B has revoked, because he must be held to have played his three cards *seriatim* and the trump last, would they hold that he had revoked if the three cards had been in his hand, and the trump had been the middle or last card to reach the table? If so, what is sauce for the goose is sauce for the gander, and X and Y would be equally liable to the penalty of the revoke if, abandoning their hands, whether above or below the table, under similar circumstances they did not at first arrange their cards in order as to regular fall of play on the table. *Solvuntur resu tabule*, methinks, if such a claim were made.

What I hold is, that cards abandoned are not cards played as *inter se*. But I quite admit that cards thrown down or abandoned are cards played as regards any antecedent trick; therefore, had B not followed trump in the 10th trick, he would have clearly revoked beyond power of recall by throwing down his cards to the remaining tricks. TRUMPS.

[We have no doubt but that our correspondent's view is correct. It seem to us not unlikely that the difference of opinion has arisen through a published decision of Mr. Clay's, which says: "Throwing down the cards is an act of play which establishes revoke." This, however, applies only to a subsequent act of play—to an act of play which follows the mis-renounce. A renounce in error must be confirmed by some subsequent act, as by turning and quitting the trick, or by playing again, in order to establish a revoke. So, to go to the case before us, had B failed to follow suit, though able in the 10th trick, and then confirmed the revoke by throwing down his cards (which is equivalent to playing again), the revoke would be established. But he has not previously renounced in error. He has merely thrown down two cards, which is *an act of play*, not two acts of play, and he has done nothing to confirm that act. Had he played his two cards *seriatim*, one by one, no doubt he would have revoked; but that is just what he has not done.—ED.]—*The Field*, 16th January 1875.

This is certainly a very small point, and it cannot have much effect on future decisions. It is always the bunglers that make the difficulties; but on this occasion, if "Trumps" and Cavendish be right, it is the bunglers and wrong-doers that are to have the profit, and the non-bunglers the loss. "Trumps" says, "B, the leader, had gathered the trump card into the first trick." This we do not understand. It is not in the case submitted to us, and it must be a mistake, because B, the leader, by taking up the trump card does not make himself a card short, but makes the dealer a card short. We have then B, a player who does not count his cards (committing an offence thereby), who is to be protected, and we have A putting down his three last cards instead of playing them, in order to save time. In practice, we find this causes much loss of time, much discussion, and many wrangles. It is clear that if A had not placed his cards on the table, B would not have followed suit, on which A would have played again, and the revoke would have been complete. Then are we to protect men who will not protect themselves? Or are we to open the door to let them out of their difficulties? because, if this is so, a sharp player at the end of the hand may see that his partner has a card short, and throw down his cards, obtaining thereby a distinct advantage. If

his partner has hitherto followed suit, he can thus save the revoke by throwing down his cards, and if the view taken by "Trumps" is correct, a positive gain, may be, obtained by an irregularity. "Trumps" lays a stress on Law 58, on which we do not rely, and casually mentions Law 59, on which we do rely. Law 59 provides that throwing down the cards does not save the revoke. All that can be given up is given up, but the right to establish the revoke remains intact. Mr. Clay decided (and every other Whist lawyer has followed) that the throwing down the cards is an act of play, but what does this mean but playing to the trick or tricks? A places the three cards on the table, and he has therefore played three cards subject only to the right of the adversaries to take any advantage they can of his act; thus B could be called on to win any trick if he could, and A's cards would be callable. A clearly means to play 1, 2, 3. If he plays them altogether, why should he not be held to have played them in order. He places three cards on the table, and says game, but he is not game unless he means that he has played all three cards, and, for our part, we can see no distinction between leading 1, 2, 3, and placing three cards on the table and calling game. The words, coupled with the act of putting down the cards, seem to us equal to playing the cards in their order. B throws his cards down, and he has therefore played to the trick, and his partner has played again. "Trumps" asks if B had three cards, and he put them all down, and the middle card was a trump; should we say B had revoked? Certainly not. The *Field* then points out a distinction about throwing down the card. The editor alludes to Mr. Clay's decision on which we relied, and says the throwing down the cards is an act of play, but an act of play affects only the past. We do not think it necessary to draw such fine distinctions, and we know of no authority for it. We are satisfied to rest on the broad principle that throwing down the card is an act of play, and we do not desire to refine away this principle until it becomes an imperceptible nothing.

We can only repeat what we have said before. If any decision of ours is challenged, our columns are open for a reply. We are are not autocrats, and do not desire our *ipse dixit* to possess any weight, except so far as our decision can be supported by reason. With deference to "Trumps," for whose judgment we have a profound respect, we think he should have addressed his argument to us, and with reference to Cavendish and the *Field*, we repeat what we have often said before. If our judgment be impugned in the *Field* columns we have a right, quite regardless of journalistic etiquette, to the benefit of our name when our judgment is called in question. The *Field* holds a contrary opinion when applied to the WESTMINSTER PAPERS, and as we know the *Field* would not admit any argument of ours signed by the Editor, we must refuse to argue the questions in the *Field's* columns. That our judgment should be noticed at all in the *Field's* columns is a sign of the times that he who runs may read.

SCOLDING AT WHIST.

To the Editor of THE WESTMINSTER PAPERS.

"Whist, *v.n.* to be silent."—DR. JOHNSON.

SIR,—An ingenious foreigner, studying our language, might easily imagine that we put precisely the opposite interpretation to words to that which they were intended to convey. Permit me to illustrate my meaning by a relation of the following facts:—

Upon entering our Whist room this afternoon, after penetrating with difficulty the gloomy and cavernous approaches which led me to it, my mind, brought to a state meet for meditation by the effect of the "dim religious light," my ears were assailed, in not the most dulcet accents, by "Why didn't you lead Earts?" This was followed by such a Babel of confused noises, that I made a precipitate retreat until silence was restored.

It is true that one of our brotherhood most distinguished by his power of vociferation, has, thanks to the severity of the weather, been afflicted by the loss of his voice, and was thus, on this occasion, prevented from taking his usual active part in the melée, but except a temporary lull, at brief intervals, the usual hubbub prevailed. Twice during the afternoon was I fiercely attacked by my partner for not leading "Earts." On the first occasion I meekly replied, "I thought it better to lead my strong suit;" this remark, however, far from allaying the storm, merely served as a signal for a fresh attack. On the second, I boldly replied, "I had'nt one." My partner was silenced, and the uproar ceased. I may confess to you I had five of that suit.

Now, our club is divided into two classes, the lucky and unlucky. I belong to the latter, and if rumour is correct, I believe, you, Sir, have a good title to be enrolled in our little band. Surely our fate is sufficiently deplorable to be doomed to go on losing day by day, with not even a glimmer of success, without being cursed by the horrible din which bursts forth like a volcanic eruption, and continues rumbling and smoking, to be again and again repeated, until, with despair, we are driven away.

I regret that some new members, with less than the average knowledge of Whist, have caught the

contagion, and already begin to utter ill-judged complaints and remarks, and to conduct themselves in an impertinent and offensive manner towards their partners during the game.

Your obedient Servant, MACHAON.

BRISTOL CLUB, 30th December, 1874.

[Our correspondent may be glad to hear that an attempt is now being made to put a stop to noise at one of our Whist Clubs. A resolution has been proposed and carried with acclamation, that any person criticising the play or making any remarks thereon, shall forfeit £1. If this rule is strictly enforced for a week, we are quite sure that the comfort of the players will be so much enhanced that hereafter silence will be enforced by the public opinion of the room. It is only by strong measures that this curse can be suppressed, and it may be a warning to other clubs to interfere the moment noise is commenced, to crush it instantly, or the nuisance becomes so great that good players are driven from the club.—ED. WESTMINSTER PAPERS.]

DUMMY OMITS TO PLAY TO A TRICK.

To the Editor of the WESTMINSTER PAPERS.

SIR,—The question as to the existence of a penalty for this omission is not to be decided in a manner quite so off-hand as "A Looker-on" would rule. The code (article 2 of the Dummy code) says:—*Dummy is not liable to the penalty for a revoke, as his adversaries see his cards.*

I invite the especial attention of "A Looker-on" to the last six words. They establish in the most decided way, according to my lights, that errors committed by Dummy, which can be prevented by the adversaries, SHALL be so prevented. Exemption from the Whist penalty for the greater offence of a revoke being provided, it follows that exemption from the penalty for the minor offence of not playing to a trick is also intended. Such is the interpretation put on article 2 by all the practised Whist players with whom I have discussed the matter. It would not surprise me that the same number of lawyers put a different interpretation on the article, but I should be content to stand by Whist players as against lawyers for their version of Whist law.* In cases of commercial law, do we not find merchants' opinions more valuable than lawyers? tribunals of commerce more sought after than law courts?

From the extraordinary manner in which "A Looker-on" confuses in his reasoning articles 2 and 3 of the Dummy code, I am prepared for him to ask how I reconcile the existence of a penalty (vide article 3) for Dummy's partner leading from the wrong hand with the argument that the adversaries are bound to prevent errors. My answer is, firstly, that they are in no way bound to protect Dummy's partner from errors and consequent penalties; and secondly, it would be manifestly unfair and never contemplated by the code that in the prevention of errors any effort of memory should be required from them.

I am, Sir, yours obediently. M. OR N.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—I quite agree with you that the laws of Whist require revision, and I hope the time is not far distant when the Whist-playing community will insist upon a Congress for the purpose. Questions arise, day by day, unintelligible to the young player, and puzzling even to the most experienced, because so many of the laws are loosely stated, and because the laws presuppose *some* knowledge, instead of absolute ignorance. But if differences of opinion are constantly evolved in a game, which is the habit and delight of so many circles, it is not astonishing that doubtful points should arise, upon "Single Dummy," a game played comparatively rarely in this country.

If my opinion is of any value upon the disputed point between you and "Looker-on," I am, certainly, with him. I cannot uphold the doctrine that Dummy is protected beyond the exceptions. He is well enough protected as it is. He may renounce, without incurring any penalty, subject to the *right* of the adversaries to claim, before the trick is turned and quitted, that he shall follow suit. This is reasonable enough, because the hand is open, and the adversaries can see what card is *played* to a trick. But although Dummy cannot revoke, the adversaries are not *bound* to indicate that he has not followed suit: it is a matter of option with him.

Upon what principle, then, should they be *bound* to indicate that he has not played to a trick? and this obligation, as it seems to me, must be at the foundation of any argument on the other side.

Omitting the exceptions, "Single Dummy," is played according to the laws of Whist, and it is one of the elementary principles of that game that every player must play to a trick. If at Whist a "player omits to play to a former trick, and such error be not discovered until he has played to the next," Law 69 gives the

* There is a growing habit, much to be regretted, of dissecting the words of Whist laws in place of discussing their comprehensive meaning and objects. On another occasion I may, by your favour, have more to say on this subject. M. OR N.

adversaries a right to a new deal, and this without any reference to the question, as to whether the omission to play has prejudiced the adversaries.

There is no exception in the laws of "Single Dummy" protecting Dummy for not having played to a trick, although, on the other hand, there is no law that he *shall* play to a trick. But there is no *absolute* provision in the laws of Whist that a player shall play to a trick, or in what order he shall play, or that he shall follow suit; they are all *inferences* from the laws. Would it be, seriously, contended, if Dummy's partner led, and then played from his Dummy, before the second hand had played, that the adversaries would not have their rights under law 67 applicable to playing out of turn.

If at "Single Dummy" *playing* out of turn involves the penalty, under law 67, it follows, as a necessary consequence, that each player, as at Whist, must play in his turn. If he must play in his turn, he must *play*, *i.e.* give a card to a trick.

But even, independently, of this view, the laws of "Single Dummy" are express, that Dummy must *lead* in his turn, which, in my judgment involves the irresistible inference that he must play in his turn, and, therefore, play to a trick.

I do not, however, agree with Looker-on in his construction of the word "advantage," in the third law of "Single Dummy." The law is, "Dummy" being blind and deaf, his partner is not liable for an error whence he can gain no advantage. *Thus*, he (Dummy's partner) may expose some, or all of his cards, or may declare that he has the game or trick, without incurring any penalty. My reading of this law is, that Dummy's partner may give any information to Dummy, even to the extent of playing with his hand open, &c., because *Dummy*, being blind and deaf, can gain no advantage from the information. The law, has, in my opinion, no reference to Dummy's cards.

The construction of the penal laws of Whist (applicable to Single Dummy, except where he is protected) never turns upon the question of advantage, although, doubtless, they had their origin in some such consideration.

I think the point in question most interesting, and I have not arrived at my conclusions without much thought.

I am, Sir, yours obediently, F. H. LEWIS.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—The answer to Codrington Paw's inquiry in your December number is challenged by "A Looker-on" in your January number. "A Looker-on" contends that although Dummy cannot revoke, yet if he does not play to the trick he gives his adversaries the right to a new deal under Law 69. The offence of the revoke is, therefore, less than not playing at all. To do an active wrong is no offence. To do nothing is a punishable crime. Rules are of no use unless the reason for the rules is taken into consideration. If we had the law simply "Dummy cannot revoke," I might agree with the argument. But the gist of the matter does not rest on the rule, but on the reason of the rule. "He is blind and deaf." He is not liable to the penalty for a revoke as (because) his adversaries see his cards. "A Looker-on" is, therefore, driven to show that by omitting to play to a trick, Dummy may obtain an advantage. I do not think your correspondent means omits purposely, because that would be the act of a cheat. But if that be so, is not the same advantage obtained by not playing to a trick? Nay, more, if Dummy revoke, say in trumps, the law actually protects him, for it says if the trick is turned and quitted it stands good. The law makers surely must have made this law with their eyes open. At any rate you, as a lawyer, must assume that there is no inadvertence. It is a law of substance, and if it be a substance, and not a shadow, let us see if there be any reason for it. I think that for Dummy's acts the law has made his opponents, to some extent, responsible. It requires them to see that Dummy does not revoke, and, as I think, it follows that it requires them to see that he plays to a trick.

The game is not a game of surprise. Everything is open, so far as Dummy is concerned, and it seems to me that your view is in accordance with practice and justice, and the argument, so far as the reasoning of the code is concerned. In the case stated, Dummy could obtain no advantage, and, therefore, he is not liable to a penalty. As Dummy is generally played, there is no penalty against him, except for leading out of turn.

TEMPLE.

DRAMATIC NOTES.

IF we were at all addicted to the practice of trumpet blowing, we might now have reasonable excuse for the operation. Scarcely was the ink dry on our manuscript of the article in the December issue of these Papers, than, to the astonishment of everybody, the greater lights in the sphere of journalism began to allude to the objection-

able costumes and manners at some theatres. The *Times* led off, and the ball being thus set rolling, the other dailies and weeklies obediently kept it going, and the Fairlie *v.* Blenkinsop trial happening at the same time, the Opera Comique and its managers were made the target for press attack. The fate of the venture was thus settled, and after a few weeks of languishing decay, the theatre closed its doors. Here is an instance of happy-go-lucky justice. If the *Times* had not spoken, no other paper would have spoken; and the fact of the *Times* speaking must be set down to a mere caprice of the leading journal, for if it had been honestly exercised in this matter it would have spoken two or three years ago. For this reason we feel some pity for Miss Sheridan. She is made the scapegoat of a chance waking-up of the *Times*, and although she is by no means an innocent scapegoat, she may naturally resent being picked out as a particular black-sheep. However we cannot regret the result, although we may wish that the *Times* would in a more regular and more consistent manner look after the interests of the public. To cap the whole business, the Lord Chamberlain issues a circular to managers, calling attention to a former circular, and expressing a hope that the dressing in the Christmas patomimes will be quite *comme il faut*. *Punch* too, with characteristic ignorance, or equally characteristic want of ingenuousness, publishes a cartoon representing a manager in the act of assuring a lady that his theatre is being cleaned for Christmas in order that she and her daughters may visit it. Every observer in London, save *Punch*, supposing that periodical to be really in a state of ignorance, is aware that it is precisely at Christmas time that the display of the nude has always been most rampant, and that the virtuous matron and her family are, unconsciously no doubt, greater patrons of it than the regular playgoer. As for the Lord Chamberlain, we should have liked his circular better if he had not alluded to the "present" degraded state of the drama. This is inaccurate and unjust; as now, for some time, a better state of things has been apparent, taking the theatres as a whole. And if his circular was intended to be something more than an empty threat, half the pantomimes would by this time have been summarily surpressed. We have undergone the torture of seeing four of them, and in three out of the four we cannot see the slightest difference between the dresses of this year and those of last year or those of the year before. If anything was objectionable before, it is objectionable still, and the Lord Chamberlain is evaded or defied. The honourable exception is Drury Lane.

What a wonderful thing is a pantomime of the day, looked at, not from an artistic, but a business point of view. It is a huge speculation, that may bring utter ruin on the promoter, or else fill his pockets with gold. City men, who deal in companies as a boy in marbles, may be met almost on equal terms by the speculator in pantomimes. As a rule, success continues to the successful manager, and he who is not prepared to spend money enough is swamped. Immense sums are sunk in these ventures, armies of supernumeraries are engaged, and the administration of a large theatre at Christmas time is equal to that of a petty state. And all this to please the children of London, who thus, by their tiny influence, make or mar the fortunes of numbers. Already three theatres have collapsed in the effort to rival their neighbours. The pantomimes at the Holborn, the Alexandra and the Elephant and Castle, have turned out badly, and the manager of the former was stated, in Court the other day, to be "utterly ruined" by his speculation. On the other hand, one or two theatres cannot find room for the multitudes that flock to them. At Drury Lane, for instance, we suppose the seats are booked for days, if not weeks, beforehand, although nine performances are given in the week. And Mr. Chatterton in this case deserves success. He has rightly read the signs of the times and the wishes of the public, and has given us a pantomime not only free, as we have said, from objectionable features, but also positively lively. It is a daring assertion to make of a pantomime, but, owing to the fun and harmony of the Vokes family, an assertion true of Drury Lane. Let hesitating *mater-familias* take her children to Drury Lane without fear. She will not be puzzled how to answer embarrassing questions, she will not wish herself away, and she will not be at pains to keep her brood awake. A noticeable circumstance, both at Drury Lane and Covent Garden, is, that the actors in the opening are gradually appropriating the comic business, once the property of Clown and Pantaloon. For instance, Miss Vokes makes for her brother a butter-slide at Drury Lane, and at Covent Garden the red hot poker appears in the kitchen scene. The days of the harlequinade would appear to be numbered.

But, leaving pantomime, let us look at the present condition of the drama proper, and its prospects for the year. It is at once evident that authors are scarce, but actors are plentiful. Shakspeare for the moment supplies, to some extent, the place of modern dramatists. He holds sway at the Lyceum and the Gaiety; and is successful, if Mr. Hollingshead is to be believed, at the latter no less than at the former theatre. The Shakspeare fever must be indeed strong on the public if the *Merry Wives of Windsor* is a pecuniary success, for it it not a very lively play. Shallow and Slender, Sir Hugh Evans and Dr. Caius are very soon found to be great bores, and Mr. Phelps is by no means what he was. It would be odd if he were, for he was a prominent actor before many actors, now prominent, were born. He is still a giant, but the young generation that now sees him for the first time will only notice his hesitating utterance and halting delivery; and, ignorant of his past achievements, contrast him unfavourably with younger favourites. At the same time, we are not disposed to regret the disrepute into which the acting of the old school has fallen, for a newer and more natural school has sprung up, which has only to acquire a greater distinctness of articulation, and a better knowledge of what is technically called "filling the stage," to be in all respects superior to the old school. In fact, there are more

good actors about than the London stage has room for, and the consequence is that there is a mass of talent that only finds employment at the Gaiety and Crystal Palace *matinèes*. The Kendals and the Vezins have no permanent engagement. Mr. Hare and Mr. Clarke are at present out of work, and Mr. Clayton is redundant at the Lyceum. Good actresses are more scarce than good actors; but, scarce though they be, the best emotional actress of the day—Mrs. Vezin—is without an engagement; and Miss Lydia Foote, who may almost be called the second best, has only recently reappeared. It is a step in the right direction that actresses of the *calibre* of Miss Neilson and Mrs. Rousby no longer, by their good looks, make the critics blind to their defects. But where are the authors? Or, rather, is there any living author besides Mr. Byron? We are not speaking of adapters, or we should include Mr. Farnie, who is as constant a caterer as Mr. Byron, but in a different way. Mr. Boucicault is in America; Mr. Tom Taylor is doing nothing; Mr. Albery has apparently abandoned comedy for melodrama. Mr. Gilbert is sulking, like Achilles, to the Patroclus of sketches in the illustrated papers, and epistles to the *World*. He has written no comedy since the *Wicked World*, for *Sweethearts* is only the idea of a play, and *Charity*, though conceived in a generous view, was not a comedy. It cannot be said that there is no opening for comedy writers. *Opera bouffe* is waning in attraction, imitations of the Alhambra are at a discount, and the public would be only too glad to welcome a comedy. We have, then, actors ready and fit to represent comedy, and a public willing to support it, but the author is wanting. The excuse that the Lord Chamberlain stands in the way of talent is a mere evasion, for surely a play need not necessarily be founded on adultery and intrigue, nor can it be said that the age is too serious, for it tends rather to frivolity; nor too ignorant, for have we not the penny press to enlighten it? What, then, is the mystery of the barrenness in dramatic authorship?

Having nobody else to fall back upon, the public sticks to Mr. Byron. This gentleman is at once the most popular and the most prolific of living dramatists. That is, with the probable exception of Mr. Maddison Morton, whom we had almost forgotten, but who has re-appeared this week as the author of a new play at the Court. Mr. Byron's new play, *Our Boys*, produced at the Vaudeville, is the first novelty of the new year, and was consequently on its appearance patronised by the *élite* of the artistic world. That is to say, everybody who, by hook or by crook, could beg leave to go in for nothing, was present at the Vaudeville. Reforms are gradually creeping into stage matters, and we may hope soon to see the tribe of spongers who show their faces on every first night referred to the box-office and the money taker. In *Our Boys*, Mr. Byron is seen at his best and worst, but at best or worst the public give him welcome, and tolerate in him liberties they would resent in any other writer. It might have been prophesied beforehand that the part of *Our Boys* would be slight and scanty, the incidents hackneyed and forced, but the dialogue lively and witty. The prophesy would have been vindicated, with the addition that the plot was exceptionally feeble, and the dialogue exceptionably brilliant, even for Mr. Byron. Why will not Mr. Byron let his own handiwork alone? He begins an act pretty well, in a vein of pure drama, but, the act half over, he proceeds to make a burlesque of what he has conceived. The opening passages of the first act of *Our Boys* promised a good plot; at the close of the act the plot was abandoned. The concluding part of the second act was leading up to a strong situation. Mr. Byron at once made mincemeat of the situation, by extravagant utterances put into the mouths of his heroines. The audience is roused to the right sort of interest when the retired butterman is, in a towering passion, about to discard his son. But when the butterman winds up his speech with a funny but ill-timed malapropism, the interest lapses, though laughter is aroused. Criticism however, is wasted on Mr. Byron, who is the spoiled child of the public, and he deserves to be spoiled, for his writing is never disfigured by indelicacy, by cheap cynicism, or by an affectation of superiority for the self-elected apostles of sweetness and light, whilst he abounds with geniality, and what may be called "human-ness." But he is apt to repeat old jokes, and to perpetuate old fictions; as for instance that time-honoured idea that a vulgar person on the stage must always be a retired butterman or drysalter, or cheesemonger. The Vaudeville company is strong. Mr. Farren, when at the Haymarket, was not remarkable for polish, but he seems to have acquired it at the Vaudeville. Mr. Warner, the best actor of impetuous young men we know, is under-weighted. Mr. Thorne a little the other way. Mr. James has a fine part as the butterman, and makes the most of it. A more natural piece of acting in low comedy has not been witnessed for many years. The three ladies of the play are quite colourless, and their representatives are not to be blamed for being colourless likewise. But the servant girl is in Mr. Byron's favourite vein, and Miss Cicely Richards acted the part with a quiet force and an absence of vulgarity very commendable. She now becomes one of those whose career is watched with interest.

ANSWERS TO CORRESPONDENTS.

CHESS.

G. J. SLATER.—Our examiner reports on your problems as follows: No. 1 can be done in two moves, by 1 K takes B. No. 2 has a second solution thus: 1 Q to Q 3 ch, 1 K to Q B 4, 2 Q takes P at Q R 6 and mates in two more moves. If Black play 1 K to Q Kt 6, White answers by 2 B takes P dis ch, &c. We trust to be favoured with some further specimens of your skill, with, it is to be hoped, more favourable results.

M. A. M.—The rule is as follows:—"If, at any period of the game, one player should persist in repeating a particular check, or series of checks, or the same line of play, the

adversary can demand that the game shall be limited to fifty more moves on each side, and if, within that limit, neither party win, the game must terminate as drawn." The rule exactly meets your case, and the game is therefore drawn.

G. B. STOCKER.—Cannot your last four mover be solved in a manner similar to your own solution by B to K 3? Please look at this, and let us know the result of your examination.

D. CLARKE, Barnaul.—Thanks for problems duly to hand; they shall be reported on as soon as possible. We are always very glad to hear from you.

W. C., Cheltenham.—We have brought the matter before our readers, and shall leave it entirely in their hands.

G. R., Hexham.—The problem shall have our best attention.

C. R. B., Dundee.—We believe we have pointed out in this department that Mr. Healey's position cannot be drawn if Black promotes his Pawn to a Rook.

W. B. F., Bombay.—In our answer (May 1874) we should have said P to K 4 instead of P to K 3. You will find there is no mate on the second move to No. 417, when Black adopts that defence.

J. A. M., Fakenham.—We are always pleased to hear from you; the problem shall appear in due course, and for the other favours, please accept our thanks.

J. C. W., Honor Oak Park.—The problem shall be reported on next month. We are not in regular communication with "Wallasey," but when he sees this notice he may possibly accede to your proposal to play Mr. Healey's end game out by correspondence.

F. L. S., Gloucester Road.—"Toujours pret" has been disqualified on other grounds. Regarding No. 534, the best answer to 1 Q to Q 6 is 1 B to K 4, &c.

W. FELTRUP, Sheffield.—We can scarcely believe that you are in earnest when you write of "study" and "occupation of time" in connection with the problem from the *Maryland Review*. The man who finds either necessary to the comprehension of such a joke, must himself be a "study" of the profoundest character.

H. K.—Your surprise, expressed on a halfpenny post-card, that no one noticed the "defect" in No. 545, will possibly be diminished when you learn that, in reply to your proposed move, 2 R to Q B 3 ch, Black plays 2 Kt takes R ch, &c.

J. C. ROMEYN, Rondout.—Our article on the subject of your variation is in active preparation, and shall appear as soon as it is ready for the press.

B. M. N., Philadelphia.—The change of address is noted. We shall be very glad to receive some of your games and problems.

J. F.—Our publisher (W. W. Morgan, 67 Barbican, London) will supply the "in statu quo" Chessmen. The prices range from 30s upwards.

WHIST.

K. (*Draw your cards.*)—A and B are partners. A asks B to draw his card. He does not do so, but proceeds to collect the trick which A has won. A insists that he has a right to have an answer to his question. Adversaries object, "It is too late, the cards are touched." B says he never heard A ask. Is A entitled to have B's card drawn?—*Ans.* No. B is not forced to answer A's question. Courtesy and self interest requires that he should do so, but courtesy and interest are not law. He heard, and refused to answer; or he did not hear, owing to the imperfect utterances of A, or from his own infirmities or want of attention, and he cannot now give B the information he desired. If A had said, as he ought to have done, "Draw your cards," he would have been in a different position, because he could make the adversaries draw their cards.

A. O. M., Calcutta.—You will see the question was again referred to in the number you received after posting your letter.

S. J., L. and D. (*Revoke*).—Clubs trumps. A plays Spade 8; B plays Heart; C also discards a Heart; D wins the trick with Spade Knave. The cards remain on the table unturned. Before D plays again, B says, "Stop; I have a Spade," but D, notwithstanding his partner's request, plays again. Was a revoke established?—*Ans.* The revoke is established by D's playing again. B's observation protects him against an act of his adversaries, but not against an act of his partner's. The above question was submitted to Cavendish, and the above is his decision. We concur in the judgment. See letter of "Trumps" and our remarks thereon, p. 35, Vol 6.

CARDIFF (*Revoke*).—You are requested to be so kind as to state, in your next issue, what penalty the 4th player and his partner have incurred in the undermentioned case: Hearts trumps—Two cards only remain in each players' hand. A led Spade Ace, which Z, 4th player, trumped. Before the trick was turned, and no question having been asked, or remark made by either of the players, Z drew the trump toward himself, and then played a small Spade. Z now states that he played the small Spade to A's Spade Ace. A relies on rules 71 and 73.—*Ans.* It seems to us a question of fact. Z, in our opinion, saw his mistake in time to save his revoke, and he puts forward his hand to take back the trump improperly played. If he were taking the trick, and he was not proceeding to rectify his error, he would have gathered the four cards, and he would not have taken one specified card. If he were not taking up the tricks, he uses his hand to testify to his error, instead of his tongue. In our judgment, this was not a revoke. If we are right in the case stated, there is no penalty.

W. W.—Clubs trumps: I led, in the middle of the hand, a Club; to which my partner did not follow suit. On which I said, "No trump, partner?" Is there any objection to this?—*Ans.* We think there is an objection to it. By saying, "No trump" instead of "No Club," you recall to your partner a fact that he may have forgotten—that Clubs are trumps. It is best always to keep within the law. The slightest innovation should be checked, or wrangles would increase ten-fold.

P. S. N. (*Scoring*).—The score being love all, A and B, partners, make 7 by cards and 2 by honors = 9. A, however, has revoked during the hand, and the adversaries claim that they can treat A's score as *four only*, and then deduct three from it, leaving A and B's score at one to their love. Can this be done?—*Ans.* No; the adversaries can score 3 and leave A and B at 4, because, having revoked, they cannot go out that hand.

S. E.—Three or four. It is a moot point. The doctors differ. We will see if the point can be settled by figures, and answer next month.

R.—If you play any game with a cad, of course you will play at a disadvantage. There are certain rules of conduct, understood by gentlemen in all gaming or play transactions. The cad does not understand, or, if he understands, he does not choose to conform to those rules. The gentleman desires to win, but to win fairly. The cad desires to win, and probably to win fairly, but if he can get out of any bet, on any possible ground, he will do so. The gentleman will not avail himself of quibbles. So if a gentleman plays with a cad (which he should not do), he plays at almost as great a disadvantage as if he played against loaded dice.

DOUBLE DUMMY.

DOUBLE DUMMY PROBLEM, No. 103. The correct solution was received from "Mogul" after we went to press.

BOSTON.

G. W. BONE.—Boston is described in Bohn's Handbook of Games, page 295.

ECARTE.

CAPTAINS P and D.—A and B are four all at Ecarté. A leads a Diamond, of which suit B has two; but, playing the smallest, allows A to make the trick. A then throws down his hand, and claims the game, as he holds the grande fourchette in trumps. B, however, immediately after playing the smallest diamond, discovers that he has another and a higher one than that led by A, and rectifies his error, thereby enabling him to win the odd trick. Who wins the game?—*Ans.* B has underplayed. The hand *must* be played over again, and B wins the trick—but because he has underplayed he scores nothing, and the game remains 4 all. The authorities on the subject are collected in Vol. 6, p. 220. These are, *Major A.*, *Bohn's Handbook*, and the *Académie des Jeux*. Cavendish gives the non-offender the choice of having the hand replayed or not; but we cannot find any authority for his view. If we were making laws, we should say that Cavendish's proposal is reasonable and fair, but we have not the power to make laws. We can only construe those that exist.

ECARTE PROBLEM.—No solutions have been received.

The Westminster Papers.

1ST MARCH 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE City of London Chess Club is a fruitful theme for a Chess journalist in search of items. Without such a body among us, always busy in the best sense of the term, our monthly record of Metropolitan Chess would very often be a tame one, for almost every impulse of progress in the game has, of late years, proceeded from the City Club, or some of its members. The popularity of the club has for a long time extended beyond the "sound of Bow Bells," but at the present time the number of members is so large that it is found impossible to provide accommodation for all of them on any special occasion. The committee have therefore secured premises at the West-end of London for a branch association, and, if we may judge from the past career of the club, the enterprise will be rewarded with a further accession of members. It was at the old rooms in Knight-rider Street, however, that the annual dinner, which signalised the commencement of the present season, was held, on the 10th ult., the newly-elected president, Mr. H. F. Down, occupying the chair. The president was supported by nearly every Chess player of note in the metropolis, and the dinner was designed and served in irreproachable style by mine host of the Horns Tavern. On the cloth being withdrawn, and after the usual loyal toasts had been duly honoured, the president proposed the toast of the evening, "Success and Prosperity to the City of London Chess Club," dwelling upon its past achievements, its present influence, and its future prospects. Then followed toasts to the health of Messrs. Rabbeth, Gastineau, Howard, and the honorary secretaries, Messrs. Vyse and Walker. The last-named toast was proposed by Mr. Chappell, in his usual effective manner, and was responded to by Mr. Walker, in a speech of the quaintest humour. Mr. Duffy then proposed the honorary members, amongst whom, he said, were to be found the finest Chess players in the world. Mr. Steinitz returned thanks, referring, in the course of his remarks, to the recent death of Mr. De Vere in feeling and appropriate terms. The toast of the "Press" was responded to by Mr. Wisker, and that of the "Chess Press" by Mr. Potter, who bestowed praise upon every one's labours, without once alluding to his own eminent services in the same field. After which, Mr. Zukertort, in graceful terms, proposed a hearty welcome to the visitors, on whose behalf Mr. Wormald returned thanks, congratulating the club upon its prolonged prosperity, and expressing a cordial wish for its continued success. Several other toasts, not included in the official programme, were proposed at a late hour—notably the health of Mr. Lowenthal, by Mr. Bird—and a vote of thanks to the chairman, proposed by Mr. Mossop, and carried with acclamation, brought a merry evening to a pleasant end. We should not omit to mention that much of the evening's enjoyment was due to the exertions of the vocalists, Messrs. Smith, Parry, Gastineau, Down and Scott, and the pianist, Mr. Baudinet, who enlivened the conventional interval between "toast" and "thanks" with capital and appropriate songs.

The Inter-University Chess Match (Oxford *v.* Cambridge) will this year be played at the new rooms of the City Club in Henrietta Street, Covent Garden. It is understood that there will be few, if any, changes in the names of the players on either side. The Undergraduates' Match will be surpassed in interest this year by one now in contemplation between the best players of the City of London Club and *old* Oxford and Cambridge players. It is proposed that there shall be at least twenty players on each side, and that the match shall come off in the midsummer vacation.

Messrs. W. T. and James Pierce, the well-known problem composers, are preparing for the press a collection of problems, comprising a selection from the best works of English composers. The problems will be in two, three, four and five moves, no sui-mates. The number of problems by any one contributor is not to exceed twelve, and only one two-move problem will be admitted in each set. The work is conceived in the happiest spirit, and its value in fixing the standard of English problem composition at the present time, will be obvious to every one interested in the progress of the art in England. Most of the leading composers have already signified their intention of co-operating with Messrs. Pierce in the proposed undertaking, but to those who have not yet been heard from, we may intimate that their contributions should be forwarded either to Mr. J. Pierce, Copthill House, Bedford, or to Mr. W. T. Pierce, Terrace Villa, Roehampton.

The following notice of the death of Mr. De Vere has been contributed by one of his staunchest friends, and, we may add, of ours:—

The death-roll of celebrated English Chess players is getting fast filled up. Beneath the names of Staunton and Barnes, inscribed upon it but a few months since, we have now to place that of De Vere. After an illness which lasted for several months,

and borne with great patience and resignation, Mr. De Vere, to the great regret of many friends, died at Torquay, on the 9th of February, aged thirty years less by five days.

About fifteen years ago he paid his first visit to the Grand Divan. He was then a youth of fourteen, extremely prepossessing in appearance, and aristocratic in bearing. His soft brown eyes, his rich auburn hair, his small regular features, his delicate but not unhealthy complexion, his extremely graceful figure and gentle manners, at once attracted notice and excited universal admiration. Even at that early period of his career he aspired to cope with the best players; was never too proud to accept the proper odds; always moved with rapidity, and seldom failed to make at least one master stroke in the course of an afternoon's sitting. Taught the rudiments of the game by Mr. Burden and Mr. Albert Lane, after about three months' tuition from those gentlemen, he had risen to the position of a strong Rook player when we first saw him at Rie's Divan in '59. From that year to '62 he was a regular once-a-week visitor to the Divan, and always made it a point to engage with the strongest players he could find. In '62 he beat the best English and foreign masters, receiving from them the odds of a Knight, In '63 and '64 he played very seldom, but proved himself, at that time, to be a strong Pawn-and-two player. In '65 he gained his first great victory, defeating Steinitz easily and thoroughly, receiving from him the odds of Pawn and move. In '66 he fully realised the expectations of his prophetic friends by winning the Challenge Cup of the British Association, not losing even one game to any of his opponents. In '67 he was next to the prize bearers in the Paris Tourney—won the first prize at Redcar; tied for the third with Mr. Macdonnell at Dundee, Neumann and Steinitz winning respectively the first and second prizes. His game with Steinitz, on this last occasion, elicited the highest eulogisms from Mr. Staunton. From that time forward he gradually declined in steadiness, and seemed to have lost much, if not all, of his previous enthusiasm for the game. We happen to know that there was an efficient cause for this declension and apathy on his part. We mention this, not by way of reproof to Mr. De Vere, but in vindication of his memory. In 1867, when in Scotland, a dark cloud overshadowed his path; and instead of waiting calmly and patiently for it to pass by, he resigned himself to its gloomy influence, and despaired of the returning sunshine. In 1868, he tied with Mr. Blackburne, and in 1872 with Mr. Wisker for the Challenge Cup, but on both occasions he lost the deciding game. During the last two or three years, although he frequently visited the London Chess Rooms, he seldom played a game on even terms, no doubt feeling his physical strength to be unequal to such a labour. But occasionally he gave the odds of a Knight, and fully sustained his reputation as a first-class odds-giver.

As a Chess player, notwithstanding his deficiency in book knowledge, we cannot but rank Mr. De Vere amongst the "Dii Majores" of the game. Had he been a little more industrious than he was he might have wrested the sceptre from Morphy's hands, and have taken his seat upon the throne once occupied by that renowned champion. And here we wish to observe that, whatever influence Chess exercised upon Mr. De Vere, was, in our opinion, of a beneficial character, and to his honour be it now recorded, that no man, in his connection with Chess, ever evinced a more chivalrous spirit. He scorned, even in matches of the greatest importance, to take any advantage, no matter how legitimate, of an opponent, that could be considered "shabby" even by the most fastidious. He never played to tire out his antagonist, never practised any manual or vocal trick to intimidate or disconcert him. Quietly and gracefully he moved the pieces, was never wrathful when he lost, nor jubilant when he won; never abused a conqueror, nor depreciated an equal. Apart from Chess, Mr. De Vere was, unquestionably, an able man. Although his education was not classical, nor his acquaintance with English literature extensive, yet he had a refined taste in many things, and a keen appreciation of the best authors; and if he could not himself argue a question logically, yet he could always discern the force of sound reasoning, and invariably formed a right judgment in most matters. Need we say that his death is deeply regretted by many friends, and that his absence will long be felt in the London Chess circles.

Mr. Gossip, with characteristic fatuity, has provoked a letter from his *Athenæum* Reviewer, which, addressed to the editor of the *Chess Player's Chronicle*, appears in the February number of that journal. The letter settles conclusively, we think, Mr. Gossip's place in the literature of Chess, a consummation to which the proprietors of the *Hornet* may be said to have also contributed their aid, by expunging a dull Chess column from their clever paper.

The *Huddersfield College Magazine*, in noticing the award of the prizes in the British Chess Association Problem Tourney, refers to certain criticisms charging Mr. Finlinson's problems with a likeness to published compositions of Healey and Loyd, and states, upon authority, that the resemblance is accidental. We hope and believe that there is no English or foreign composer, whether a competitor or otherwise, that thinks differently. Mr. Finlinson is not a composer that turns out problems by the "inch of paper." All his productions bear witness that he possesses original power, and that he has no need to resort to the conceptions of contemporary authors to stimulate his own. Nevertheless, a critic should not be censured for pointing out such coincidences as those referred to, and we are sure our contemporary would be the last to condemn, and Mr. Finlinson the last to complain, of such a course. The subject of unconscious imitation in the composition of problems is becoming important in these days of Problem Tourneys, and we shall have something to say upon it in an early number.

A new Chess Club has been established at Brighton. The meetings are held at the Duke Street Temperance Hotel, and the first president is Mr. Bennett. Mr. W. S. Branch is the honorary secretary.

The *Glasgow Herald* Problem Solution Tourney is very successful, and, moreover, appears to justify our often expressed views as to the necessity for some such stimulus on the part of problem solvers. Without it they solve problems, but they do not analyse them, and consequently, in many cases, the most flagrant errors remain unnoticed and unknown. From the same paper we learn that a match for the West of Scotland Challenge Cup, between Sheriff Spens and Mr. Scott, has resulted in the victory of the former gentleman, with a score of four to three, and one draw.

The members of the Inverness Chess Club held their annual meeting, for the election of officers, on the 7th ult. Mr. Charles Fraser-Mackintosh, M.P., was elected president, Mr. J. G. Bulwer vice-president, and Mr. W. Brown honorary secretary, with the following committee: Messrs. Graham (chairman), J. A. Boyes, J. Scott and W. Shortt. The high repute of the Highland Club has been firmly established in the public mind

by the works of such eminent problematists as Barbier, Menzies and Mason, and we trust to see it sustained in the future by their successors.

La Stratégie contains this month another of M. Delannoy's entertaining articles on English Chess and Chess players. The notabilities of the Divan are severally hit off in a series of clever sketches; but the personality is of the right sort, and amuses all without offending any. The editor announces that he will, next month, publish the conditions of a Problem Tourney in connection with his magazine. The Tourney will be carried out on the plan adopted in the *Westminster Papers*, and the prizes will be given by M. Jean Preti. We agree with M. Rosenthal in the opinion that composers of problems are not greedy of large prizes. Something to symbolise the honours of victory is, of course, necessary; but small prizes, and despatch in awarding them, will do more to encourage problem composition than the largest promises, when accompanied by dilatory performance. The rest of the number is made up of the usual selection of standard games and problems.

The *Deutsche Schachzeitung* has a second article by Herr Berger, on problems in general, as well as the late "prize problems." We have reasons for believing that Herr Berger's views are fully endorsed by all the leading composers of the Continent; we therefore purpose devoting special space in our next number to a translation of his article.

The general interest in Chess problems was never more marked than at present. Every one of our exchanges, comprising journals from the Continents of Europe, Asia, America and Australia, give remarkable prominence to that branch of the game. The Austrian *Schachzeitung* has this month two articles on the subject; one by Herr Gelbfuhs, on the general principles of the art, and an editorial, in which the British Committee is once more pilloried by name, for the edification of the Chess World. The report of the Committee, which we shall hope is in preparation, will doubtless put all these matters right, pending the receipt of which, comment is at present unnecessary. This number also contains an able review of Dr. Van der Linde's "History of Chess and Chess Literature," by the editor, Herr Lehner. The first instalment of our own review of this great work will appear in our next number.

In America, nearly all the Chess clubs are engaged in Tourneys, no doubt to some extent excited by the approaching international contest, and desirous of determining who shall be chief in each locality. From *Forest and Stream*, of New York, a new recruit under Caissa's banner, we learn that the Tourney of the Brooklyn Chess Club is progressing satisfactorily, Mr. Spence, Dr. Barnett and Mr. Horner standing at the head of the score-list, at 13, 12 and 11 respectively. Mr. Perrin, one of Brooklyn's chiefest champions, has only played seven games (of which he has won five) being no doubt fully engaged in the final stages of the combat on the other side of the Sound, at the International. The house-warming tournament of that establishment has resulted, as was generally anticipated, in a victory for Mr. Mason. The following is the score of the prize-holders :—

		WON	LOST
First prize.	Mason	44	6
Second ,,	Delmar	40	8
Third ,,	Perrin	39	9
Fourth ,,	Alberoni	38	10
Fifth ,,	Dill	27	13

A new American Chess monthly is announced, and will shortly appear, under the title of the *American Chess World*. It will be conducted by Mr. Charles A. Gilberg, a most accomplished and skilful Chess player and problem composer, and Mr. J. B. Munoz, whose marvellous "alphabetical" and "numeral" problems have, for a long time past, graced the column of the *Hartford Times*.

The *Maryland Review* for February reproduces the editor's humorous contribution to the Christmas number of the *Hartford Times*, and gives a copious summary of Home and Foreign News, with excellent games and problems. In referring to our suggestion that a problem tourney should be included in the scheme of the Centennial Congress, Mr. Hanshew assures us that it is his belief "so important a feature will not be omitted or overlooked." As such an important and influential organ as the *Maryland Review* endorses our suggestion, we think our English composers may at once prepare for the lists, for the matter is not now likely to drop out of sight.

The following account of the Philadelphia Chess Club is extracted from the *Review* :—

"Some years ago, when the brilliant achievements of Paul Morphy awakened almost a ***national*** interest in the game of Chess, Philadelphia organised her first Chess Club. The membership consisted of gentlemen of high social position in our community, and of very superior attainments in Chess. We remember Vethake, Abbott, Thomas, Wells, Elkin, Reichhelm, with a host of others; we recall, with melancholy pleasure, Phil. Montgomery, who stood at the head of the long line of our most celebrated players, and whose death in early life was the occasion of sincere sorrow to his numerous friends. After a time, the interest in Chess began to wane, and at last the public spirit passed out of existence.

"During the latter part of the year 1874 a vigorous and determined effort was made to revive old associations, and it gives us pleasure to know that the movement has proved to be a complete success. Our city is now favoured with the Philadelphia Chess Club, and its membership has already reached beyond one hundred. The President is Joseph M. Bennett, Esq., a gentleman of the most courteous manners, and whose knowledge of practical business has been rewarded with the success it so richly deserves.

The rooms are located at No. 10 Merrick Street, North Penn Square, and a more desirable place could not have been selected. There are eight Chess tables, a billiard table, and several card tables, and the furniture is unusually neat, giving a home-tone to all the surroundings. In the Club that existed some years ago *smoking* was positively forbidden; but in the present organisation it is wisely allowed, alhough it is confined to one apartment. The members have determined to make their Chess Club a place of innocent recreation and pleasing attraction, and it is now one of the most popular institutions of our city.

"The Philadelphia Chess Club will, as a matter of course, initiate proceedings necessary to a proper development of the game in the approaching Centennial, and on the membership will devolve the duty of organising and consummating the Chess Department of the International Exposition. In order to make this enterprise an object of interest to strangers and of pride to our city, this club should receive the encouragement of *all* Chess-players, and every lover of the game ought to consider it a privilege, as well as a duty, to have his name enrolled on its rapidly lengthening lists of members. We congratulate the Philadelphia Chess Club on its unprecedented success, and we are sure that it will go on 'prospering and to prosper.'"

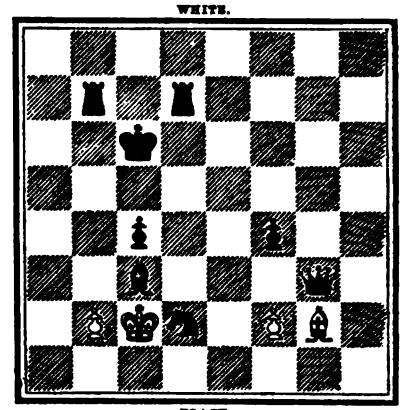
We hope the exclusive "Chessers," who cannot "abear" the sight of a Whist diagram, will condone the offence of the Philadelphia Chess Club in consideration of the work in which the members are now engaged. On the members of this Club will devolve most of the onerous duties attending the conduct of the Centennial Congress, yet are they so benighted as to provide for themselves and their friends a "Billiard table and several card tables?"

If there is one attribute of the human mind in which our cousins excel, it is common sense, and that practical virtue must inspire them with pity for the ignorance begotten of scanty opportunities for the acquisition of knowledge. They will perceive, at once, that the gentlemen who associate Billiards and Whist with a public-house and a gambling hell, are justified in the circumstance that they probably never saw either practised anywhere else. Although, in the States and England, Billiards and Whist are as well entitled to be considered domestic games as Chess is, and, as a matter of fact, Billiard and card tables are seen more frequently in the best homes of both countries than the Chess board.

Miron's letter on Chess affairs, in *Vox Populi*, of the 3rd ult., is a summary of the news of the month set forth in his best manner. We are gratified to learn that we may now look forward to regular contributions from Mr. Hazeltine's graceful pen in that capitally conducted paper. It will be in the recollection of our readers that the problem dedicated to Miron on his 50th birthday (13th November 1874), and quoted by us in December, was inaccurate, those terrible matter-of-fact analysists, Nash and Andrews, knocking 38 moves off the author's conditions without compunction. Mr. Brown's problem was not, however, the only compliment of that description tendered to Miron on the auspicious occasion. The problem in the margin, by Colonel Huggins, is one of several others, and it gives us much pleasure to pay our tribute of respect to Miron by republishing it in the *Westminster Papers*.

Dedicated to Miron, on his 50th birthday, 13th November 1874.

WHITE.



BLACK.

Black to play and mate in three moves.

PROBLEM CONSTRUCTION.

To the Editor of THE WESTMINSTER PAPERS.

DEAR SIR,—With regard to the question about a natural position of the pieces in a Chess problem, it may be settled in the simplest possible manner by dividing problems into two classes:—

1. Chess Problems.
2. Problems with Chess pieces.

A Chess problem must be constructed in accordance with the laws of Chess, which fix the original starting point of the pieces.

A problem with Chess pieces may be constructed anyhow, at the whim of the composer. In those circumstances where the two classes of problems come into competition with each other (as in Problem Tourneys), I think it should be definitely named in the preliminary announcement that problems with Chess pieces will be admitted on equal terms with Chess problems, otherwise a composer of the latter class is handicapped by restrictions that are not recognised by a composer of the former class, or even, it may be, by the judges themselves.

Yours truly, E. F.

REVIEW.—MR. WORMALD'S CHESS OPENINGS.*

(SECOND NOTICE.)

IN our last month's notice of this valuable and important work we dwelt with unusual minuteness upon what we conceived to be its defects, and we shall continue in the same course, under the conviction that our motives are not unworthy of either Mr. Wormald or ourselves. Mr. Wormald's high repute as a writer upon the Openings attaches a weight of authority to his lightest and least considered assertions, and these must necessarily influence the theory of the game for some time to come.

Where we deem them to be erroneous or of doubtful value we shall therefore endeavour to point out the error, and express the doubt not in any carping or ungenerous spirit towards the author, but with the simple purpose of assisting the student of Chess theory to a better comprehension of a difficult subject.

The next chapter of the Openings, the longest of the book (48 pages), is devoted to the favourite of the modern school, the Evans Gambit. There are many analytical articles on some variations of the Evans, which deal with specialities of the Opening more elaborately, but as a treatise on all the provinces of this gambit, we prefer Mr. Wormald's article to any other we have seen. He gives, in a condensed form, a perfect compilation of all the discoveries of the English and German schools. There are but few points where we differ from the author, p. 72, we read: "If (after the moves 4 P to Q Kt 4, B takes P, 5 P to B 3, 5 B to B 4, 6 P to Q 4, 6 P takes P, 7 Castles) 7 P takes P, 8 P to K 5;" why not 8 B takes P ch, 8 K takes B, 9 Q to Q 5 ch, &c. Page 73: "If he play instead (normal position, followed up by 9 B to Kt 2, 9 Kt to R 4, 10 P to Q 5, 10 Kt to K 2) 10 Kt to K B 3, White may rejoin with 11 B takes Kt or 11 P to K 5;" 11 B takes Kt is very weak in our opinion, 11 P to K 5 of very doubtful merit, and the best continuation is 11 B to Q 3. Page 74: The author proposes instead, 12 Kt to Kt 3 (normal position, followed up by 9 B to Kt 2, 9 Kt to R 4, 10 P to Q 5, 10 Kt to K 2, 11 B to Q 3, 11 Castles, 12 Kt to B 3) "12 B to Kt 5, 13 Kt to K 2, 13 B takes Kt, 14 P takes B, 14 Kt to Kt 3, 15 P to B 4, 15 Q to R 5, 16 Kt to Kt 3, 16 P to K B 3 with a safe position;" we think that White ought to play in this variation on his 15th move K to R sq, and he then obtains a fine attack after 15 Q to R 5, 16 Kt to Kt 3, 16 P to Q B 4, 17 R to K Kt sq, 17 P to B 3, 18 B to B 3, &c. Page 82: The author gives the new continuation (normal position, followed up by 9 P to Q 5, 9 Q Kt to K 2, 10 P to K 5, 10 Kt to Kt 3, 11 P to K 6, 11 P takes P, 12 P takes P, 12 K Kt to K 2, 13 Kt to Kt 5, 13 Castles); 14 Q to R 5, 14 P to K R 3, 15 Q takes Kt, 15 Kt takes Q, 16 P to K 7 dis ch, 16 P to Q 4, 17 P takes Q Queening, 17 R takes Q, 18 R to Q sq, 18 P takes Kt, 19 B takes P ch, 19 K to R 2, 20 Q B takes P, 20 R to B sq, 21 B to K 3, and White has recovered the Gambit Pawn, with no marked inferiority of position." We admit this, but White can obtain a winning attack by the preparatory move 14 Kt to Q B 3. At p. 89, Mr. Wormald's says: (Fraser-Mortimer attack 10 Q to R 4, 10 B takes Kt, 11 P to Q 5, 11 B to Kt 5, 12 P takes Kt, 12 P takes P, 13 Q takes P ch) "This is preferable to 13 P to K 5, 13 B to Q 2, 14 B takes P ch, 14 K takes B, 15 Q to K B 4 ch, 15 Kt to B 3, 16 P takes Kt, 16 Q takes P, and Black has won two Pawns, with a safe game." We may propose here a continuation which we tried many times successfully; 13 P to K 5, 13 B to Q 2, 14 P takes P, 14 P takes P, 15 R to K sq ch, 15 Kt to K 2, 16 B to K Kt 5, 16 P to B 3, 17 Kt to K 4, 17 P takes B (if 17 P to Q 4, 18 Kt takes P ch, 18 P takes Kt, 19 Q B takes P; if 17 P to Q B 4, 18 Q to Kt 3) 18 Kt takes P ch, 18 K to B sq, 19 Kt to B 7, 19 Q to B 2, 20 Kt takes R, 20 B to K sq, 21 Q to B 2, &c. Page 98 we find the note: (normal position followed up by 9 P to Q R 4, 9 Kt to R 4, 10 B to R 2, 10 Kt to K B 3) "Seemingly his best move. If he play 10 B to Kt 5 White obtains a fine attack by 11 P to K 5." We fail to see this, if Black simply replies 11 P to Q 4. Page 102, Waller's attack, is conducted in accordance with the *Handbuch*: 5 B to R 4, 6 P to Q 4, 6 P takes P, 7 Castles, 7 P to Q 3, 8 Q to Kt 3, 8 Q to K 2, 9 P to K 5, 9 P takes P, 10 R to K sq, 10 B to Q 2, 11 B to R 3, 11 Q to B 3, 12 Kt takes K P, 12 Castles, 13 Kt takes P, 13 P takes P, 14 Kt takes Q R, 14 Kt takes Kt, 15 Q to B 2, 15 Kt to B 3, *with the better game.* But White can remain with a good position and the exchange for a Pawn by 15 B to Kt 4, 15 B to Kt 3 best, 16 Q to B 2, 16 Kt to R 3, 17 Kt takes P. Page 108, the old variation of the Evans (5 B to R 4, 6 Castles, 6 Kt to B 3, 7 P to Q 4, 7 Castles, 8 P takes P, 8 K Kt takes P) is continued by 9 B to R 3, 9 P to Q 3, 10 Q to B 2, 10 Kt to B 4, 11 B takes Kt, 11 P takes B, 12 Q Kt to Q 2, 12 Q to K 2, 13 K R to K sq, 13 P to Q R 3, 14 B to Q 3. We consider Black's 12th and 13th and White's 14th move weak; the move P to Q R 3, which must be followed up by P to Q Kt 4, would lead to the very unpleasant pinning by B to Q 5 and Q to K 4; the best continuation for both sides is, after White's 12th move, 12 R to Kt sq, 13 Q R to Q sq, 13 Q to K 2, 14 K R to K sq, 14 P to Q Kt 4, 15 B to Q 3, 15 P to K R 3, or 15 B to Q 5, 15 Kt to Q sq.

In the declined Evans Gambit we miss, after the moves 4 B to Kt 3, 5 P to Kt 5, the continuation 5 Kt to Q 5; then, after 5 Kt to R 4, 6 Kt takes P, the counter attack by 6 B to Q 5; at last, the most important line of play, 6 Kt to R 3, 7 P to Q 4, 7 P to Q 3, 8 B takes Kt, 8 P takes Kt, 9 Q B takes P,

* "The Chess Openings," by R. B. Wormald. Second Edition. London: W. W. Morgan, 67 Barbican, E.C.

9 Q takes P best, 10 Q takes Q, 10 B takes Q, 11 B takes R, 11 B takes R, 12 B to Q 3, 12 K to K 2, 13 B to Kt 7, 13 B to K 3.

In the Evans Counter Gambit we miss, from the variation 4 P to Q 4, 5 P takes P, 5 Kt takes P, the most important, and, in our opinion, the best continuation, 6 Castles, whilst the move 6 B to R 3 is only casually mentioned.

In the treatise on the *Two Knights' Game* (commonly called the Two Knights' Defence), we read the remark, "*In our opinion this defence is perfectly sound and satisfactory*," a verdict which is totally opposed to our experience. We miss, from the variation 3 Kt to B 3, 4 Kt to Kt 5, 4 Kt takes P, 5 B takes P ch, 5 K to K 2, 6 P to Q 3, 6 Kt to B 3, 7 B to Kt 3, 7 P to Q 4, 8 P to K B 4, 8 B to Kt 5, 9 Q to Q 2, the very interesting continuation 9 K to Q 2, 10 Kt to B 7, 10 Q to K sq, 11 Kt takes R, 11 P takes P dis ch.

In the *Centre Counter Gambit*, 2 Kt to K B 3, 2 P to Q 4, Mr. Wormald gives, after 3 P takes P, the reply 3 B to Q 3, with the note: "*This, in our opinion, is a far preferable move for Black than either 3 Q takes P, or 3 P to K 5*," and finishes this variation, after a few moves, with the remark: "*White has a Pawn more, and a better position.*" As the move, 3 Q takes P, leads but to a little inferior position, without any material loss, we doubt whether 3 B to Q 3 is preferable.

In Greco's Counter Gambit we miss, from the variation 2 P to K B 4, 3 B to B 4, the continuation 3 Kt to Q B 3.

The treatise on the King's Bishop's Game is given in a very condensed form, passing over many variations which, however, have hardly more than historical value. We find, here, the following curious sub-variation: 2 B to B 4, 2 B to B 4, 3 P to Q B 3, 3 Q to Kt 4,* 4 Q to B 3, 4 Kt to K B 3, 5 Kt to K 2, 5 Kt to B 3, 6 P to Q 3 [why not 6 P to Q 4, winning a piece ?], 6 P to Q 3, *even game.* We are rather inclined to consider the continuation, 7 B takes Q, as decisive. We miss, from the variation 2 B to B 4, 2 Kt to K B 3, any notice of the continuation 3 Q to K 2, and from Ponziani's Gambit, after the moves 2 B to B 4, 2 Kt to K B 3, 3 P to Q 4, 3 P takes P, 4 P to K 5, 4 P to Q 4, 5 B to Kt 3, 5 Kt to K 5, 6 Kt to K 2, 6 P to Q B 4, the continuation 7 P to Q B 3, which is more effective perhaps than the move given, 7 P to K B 3.

After a short analysis of the Centre and Danish Gambits, the author proceeds to the vast realm of the King's Gambits. In the treatise on the King's Knight's Gambit Proper, 2 P to K B 4, 2 P takes P, 3 Kt to K B 3, 3 P to K Kt 4, 4 B to B 4, 4 B to Kt 2, we may mention a few points where we differ from the author. The variation, 5 Castles, 5 P to Q 3, 6 P to Q 4, 6 P to K R 3, 7 P to B 3, 7 Kt to K 2, 8 P to K Kt 3, 8 P to Kt 5, 9 Kt to R 4, 9 P to B 6, 10 P to K R 3, 10 P to K R 4, 11 Kt takes P, 11 P takes Kt, 12 Q takes P is continued by the antiquated move 12 P to K B 3, whilst the winning course, 12 B takes P, 13 Q takes P ch, 13 K to Q 2† is only casually mentioned. Philidor's favourite form, 5 P to K R 4, 5 P to K R 3, 6 P to Q 4, 6 P to Q 3, 7 Kt to B 3 ought to be continued by more than one line of play. The note to the variation 5 P to K R 4, 5 P to K R 3, 6 P to Q 4, 6 P to Q 3, 7 Q to Q 3, 7 Kt to Q B 3, 8 P takes P, 8 P takes P 9 R takes R, 9 B takes R, 10 P to K 5, 10 K to B sq: "*This appears to be stronger than 10 P to Q 4 or 10 B to Q 2*" (a misprint, we suppose, for B to Kt 2); "*though both should result in Black's favour*," will not stand analysis, as the following continuation may show:—10 P to Q 4, 11 Q to R 7, 11 K to B sq, (11 P takes B 12 Q takes Kt ch, winning two Pawns), 12 B to Kt 5, 12 B to Kt 2, 13 B takes Kt, 13 P takes B, 14 P to Q Kt 3, 14 P to Kt 5 best, 15 B to R 3 ch, 15 Kt to K 2, 16 Kt to R 4, 16 B to K 3, 17 Kt to Q B 3, and White wins easily.

In the next chapter, which is devoted to the Cunningham Gambit, the author remarks, after the moves 3 B to K 2, 4 B to B 4, 4 B to R 5 ch, 5 P to Kt 3, 5 P takes P, 6 Castles, 6 P takes P ch, 7 K to R sq. 7 B to B 3, 8 Kt to K 5, 8 B takes Kt: "*this capture is generally given for Black at this point, but it is inferior, we believe, to 8 P to Q 4, 9 B takes P, 9 B to K 3, 10 B takes B, 10 P takes B, 11 Q to R 5 ch, 11 P to Kt 3, 12 Q to B 3, 12 Kt to B 3 best, 13 Kt to Kt 4, 13 Kt to Q 5, and Black has the advantage.*" But why should White not proceed in this variation with 13 Kt takes Kt, 13 P takes Kt, 14 P to K 5, winning a piece and the game? After 8 B takes Kt, the course given is in accordance with the "books," and leads by 9 Q to R 5, 9 Q to K 2, 10 R takes P, 10 Q to B 4, 11 R to B 8 dbl ch, 11 K to K 2, 12 P to Q 4. 12 Q takes P, 13 B to Kt 5 ch, 13 K to Q 3, 14 Kt to Q 2, 14 Kt to K B 3, 15 Q to B 7, &c., to a drawn game by perpetual check. We propose instead 15 Q to B 7, the simple and, we think, decisive continuation 15 B takes Kt, 15 R takes R, 16 P to B 3, 16 Q to B 4 (16 P to K Kt 3, 17 Q to K 2), 17 Kt to Kt 3.

The next chapter disposes of the Salvio Gambit in 4 pages, and of the Cochrane Gambit in 6 lines. We cannot, therefore, expect any complete analysis; besides, the continuations given in the text of the leading variations are very inferior, whilst the best moves are mentioned in notes.

A similar verdict we must pass over the next chapter, treating of the Muzio Gambit. The author was acquainted with, and gave the many discoveries made in this Opening by the modern school, but he ought to mention the most important variations of the past, as Macdonnell's Gambit, 4 P to Kt 5, 5 Kt to B 3; or

* The best line of play in the opinion of the Modenese school.
† Played by Kolisch against Steinitz in the Paris Tourney.

Macdonnell's ingenious sacrifice in the main line of play, 4 P to Kt 5, 5 Castles, 5 P takes Kt, 6 Q takes P, 6 Q to B 3, 7 P to Q Kt 3; likewise, the second variation on the 10th move of this defence, 6 Q to B 3, 7 P to K 5, 7 Q takes P, 8 P to Q 3, 8 B to R 3, 9 Kt to B 3, 9 Kt to K 2, 10 B to Q 2, 10 P to Q B 3.

In the next chapter Mr. Wormald presents to the student a very well elaborated treatise on the Allgaier Gambit, dealing, in a short but complete form, with all the different forms of attack and defence used in this rich *début*. There are but few minor points to which we need here refer. In the Allgaier Gambit proper, 4 P to K R 4, 4 P to Kt 5, 5 Kt to Kt 5, we find, after the moves 5 P to K R 3, 6 Kt takes P, 6 K takes Kt, 7 B to B 4 ch, 7 P to Q 4, 8 B takes P ch, 8 K to Kt 2, 9 P to Q 4, 9 Q to B 3, 10 Q to Q 3, the note: "If 10 Castles, 10 P to B 6, 11 P takes P, 11 P takes P [?], &c.; if 10 P to K 5, 10 Q takes B P [evidently a misprint], 11 Castles, 11 P to B 6, 12 P takes P, 12 P takes P, 13 Q to K 2 [?], 13 Q to K R 3 [impossible move, why not, instead, 13 P takes Q?], and in each case Black maintains the superiority." We doubt the soundness of the first variation in this note, and fail to understand at all the second; we may suggest instead: if 10 Castles, 10 P to B 6, 11 P takes P, 11 P to Kt 6, followed up by 12 Q takes R P; and if 10 P to K 5, 10 Q to Kt 3,* 11 P to R 5, 11 Q to B 4, 12 Castles, 12 P to B 6, &c. The first defence in the second form of the Allgaier (Kieseritzky) Gambit, 5 Kt to K 5, 5 P to K R 4, is shaped thus: 6 B to B 4, 6 R to R 2, 7 P to Q 4, 7 Q to B 3, 8 Kt to Q B 3, 8 Kt to K 2, 9 Castles, 9 B to R 3, 10 Q B takes P, 10 B takes B, 11 P to K Kt 3, 11 B to K 6 ch, with a won game for White; the author ought to refer to the certainly superior course 11 B takes Kt, 12 R takes Q, 12 B takes R. The second variation of the defence, 5 B to K 2, is continued by 6 Q takes P, 6 P to Q 3, 7 Q to Kt 7, 7 B takes P ch, 8 K to Q sq, 8 P takes Kt, 9 Q takes R, 9 B to Kt 5 ch, 10 B to K 2, 10 Q to Kt 4,† 11 B to B 3,‡ 11 B takes B ch, 12 P takes B, 12 Q to Kt 6, 13 Q takes P ch, 13 K to B sq, 14 Q to B 5 ch, 14 Kt to K 2, *and Black has the better game.* This we doubt, as White will remain after 15 R to B sq, 15 Kt to Q 2, 16 Q to Kt sq, 16 Kt to K 4, 17 K to K 2, 17 R to Q sq, 18 Kt to B 3, with the exchange ahead and a safe position. In Paulsen's Defence, the author recommends, after 5 B to Kt 2, 6 P to Q 4, 6 Kt to K B 3, 7 B to B 4, the move 7 Castles, as stronger than 7 P to Q 4, which we cannot admit.

The last part of the treatise on the King's Gambit is occupied by the *imperishable monument of human wisdom.*§ Its different defences are clearly analysed, and the author shows himself fully acquainted with the very extensive literature on this Opening. In few cases we differ from the opinion expressed in the "Openings," or would wish more complete analysis. Page 224 we read (after the moves 3 B to B 4, 3 P to Q 4, 4 B takes P, 4 Q to R 5 ch, 5 K to B sq, 5 P to K Kt 4, 6 Kt to Q B 3, 6 B to Kt 2, 7 P to Q 4, 7 Kt to K 2, 8 Kt to B 3, 8 Q to R 4, 9 P to K R 4, 9 P to K R 3, 10 K to Kt sq, 10 P to Kt 5, 11 Kt to K 5, 11 B takes Kt, 12 P takes B, 12 Q takes K P, 13 Q to B sq) "Black clearly cannot play 13 Kt to Kt 3, on account of 14 P to R 5, 14 P to Kt 6, 15 Kt to K 2." We quite agree with this note, but the answer, 14 B takes P, should also be analysed. Page 226, the author disposes of the important variation 3 B to B 4, 3 P to Q 4, 4 P takes P in three lines, which we must consider unsatisfactory. Page 227 we find (after the moves 3 B to B 4, 3 P to Q 4, 4 B takes P, 4 Kt to K B 3, 5 Kt to Q B 3, 5 B to Q Kt 5) "Most of the authorities give this as Black's best move. It is inferior, however, to 5 B to Q 3," which we cannot admit. Page 233, the defence 3 P to K B 4 is shaped thus: 4 Q to K 2, 4 Q to R 5 ch, 5 K to Q sq, 5 P takes P, 6 Kt to Q B 3, 6 K to Q sq, 7 Kt takes P, 7 P to B 3, 8 B takes Kt, 8 R takes B, 9 Kt to K B 3, 9 Q to K 2, 10 R to K sq, 10 P to Q 4, &c.; the move 10 P to Q 3 is stronger, as White then replies in case of 10 P to Q 4 by 11 B takes P.

After a short but able analysis of the two forms of the declined King's Gambit, 2 B to B 4, and 2 P to Q 4, the author proceeds to the only remaining *début* in the province of the open games; the Vienna Opening, which was brought into vogue by *the late* Mr. Hampe, we are told. We hardly think that this gentleman is anxious to obtain the epitheton conferred upon him by Mr. Wormald; at the present moment he is one of the leading members of the Viennese club. In the treatise on the *début* we find, after 2 Kt to Q B 3, 2 Kt to K B 3, 3 P to K B 4; "If 3 B to B 4, 3 B to B 4, 4 Kt to K B 3;" we may recommend instead, if 3 B to B 4, 3 Kt to Q B 3, or 3 Kt takes P. To the second defence, 2 Kt to Q B 3, the author remarks, after the moves 3 P to B 4, 3 P takes P, 4 Kt to B 3, 4 P to K Kt 4, 5 B to B 4, 5 B to Kt 2, 6 Castles, 6 P to Q 3, 7 P to Q 4, 7 P to K R 3, 8 P to K Kt 3, 8 P to Kt 5; *and the game is reduced to a form of the King's Knight's Gambit, favourable to the first player,* we may propose instead: *and the game is clearly in favour of the second player.* To the variation called Steinitz Gambit we read, as note (after the moves 4 P to Q 4, 4 P to Q 4, 5 P takes P, 5 Q to R 5 ch, 6 K to K 2, 6 B to Kt 5 ch, 7 Kt to B 3, 7 Castles, 8 P takes Kt, 8 B to Q B 4, 9 P takes P ch), in the Appendix, p. 317, "Mr. Zukertort has suggested to me that, instead of 7 P takes P ch. White may possibly play 9 Q to Q 3, threatening 10 Q to B 5 ch." The move 9 Q to Q 3, was proposed by

* First played by Zukertort against Steinitz.

† A note says here: "If 10 B takes B ch, 11 K takes B, 11 Q to Kt 4, 12 K to B sq, 12 P to B 6, 13 P takes P, 13 Q to Kt 6, 14 R takes B, 14 Q takes P ch, even game." But how can Black equalise matters after 15 K to K sq, 15 Q to Kt 6 ch, 16 K to K 2, 16 Q to Kt 7 ch, 17 K to Q 3?

‡ We would prefer 11 Kt to B 3.

§ Major Jaenisch's enthusiastic expression for Bishop's Gambit.

Zukertort as answer to 8 Kt to B 3; it would avail White nought after 8 B to Q B 4, *e.g.*—8 B to Q B 4, 9 Q to Q 3, 9 Kt to R 3, 10 Q to Kt 5, 10 B takes Kt ch, and wins. As a continuation of this line of play is given, 9 K to Kt sq, 10 Kt to Kt 5, 10 Kt to B 3; the proper course is 10 B takes Kt ch, 11 P takes B, 11 Kt to B 3.

In the French game we miss, from the continuation 3 Kt to Q B 3, 3 B to Kt 5, 4 B to Q 3, 4 P to Q B 4, 5 P takes Q P, 5 Q takes P, 6 B to Kt 5 ch, the reply 6 K to K 2 or B sq; from the variation 3 Kt to Q B 3, 3 Kt to K B 3, 4 B to Q 3, 4 P to B 4, 5 P takes Q P, 5 B P takes P, 6 B to Kt 5 ch, 6 B to Q 2, 7 B takes B ch, 7 Q takes B, the continuation, 8 P takes P, 8 Q takes P ch, 9 Q Kt to K 2, 19 Kt to Q B 3, 10 Kt to B 3, 10 B to B 4, 11 Castles, with a slight advantage. The treatise on the Sicilian Game begins with a history of the Opening, which contains some inaccuracies. It was not the games played in the Tourney of '51 that raised doubts as to the soundness of 1 P to Q B 4, but the parties played from '54-56; the Sicilian never achieved before such a success as in '51. The Opening was rehabilitated by Anderssen in '61, and again discredited by the analytical researches and practical results of the German school in '65 and later. The modern main line of play, 2 Kt to Q B 3, 2 Kt to Q B 3, 3 Kt to B 3, 3 P to K 3 is continued by 4 P to Q 4 (with the note if 4 B to Kt 5, 4 P to Q R 3, 5 B takes Kt, 5 Kt P takes B, 6 P to Q 4 [?], 6 P to Q 4, *even game;* we think, the advantage is with Black, but White ought to play 6 P to Q 3, leaving Black's Pawns in a miserable position, and Black therefore on his fourth move K Kt to K 2) 4 P takes P, 5 Kt takes P, 5 Kt to B 3, 6 P to Q R 3, far superior is the simple course 6 Kt takes Kt, 6 Kt P takes Kt (6 Q P takes Kt, 7 Q takes Q ch, 7 K takes Q, 8 B to K Kt 5) 7 P to K 5.

In the Fianchetto the author gives, after 1 P to K 4, 1 P to Q Kt 3, 2 P to Q 4, the move 2 B to Kt 2, whilst both German Handbuchs prefer 2 P to K 3. From the Queen's Gambit we miss, after 1 P to Q 4, 1 P to Q 4, 2 P to Q B 4, 2 P takes P, the move 3 Kt to K B 3.

SOLUTIONS OF PROBLEMS.

No. 563.

White.	Black.
1 Kt to Q Kt 5	1 P takes Kt
2 Q to K R 8	2 B to K B 7
3 P to Kt 3	3 Aught
4 Q mates	

No. 564.

See Problems Reviewed.

No. 565.

1 R to B 7	1 R to K sq
2 Q to K sq	2 Aught
3 Mates accordingly	

No. 566.

1 Kt to K 5	1 Kt to K 6
2 B takes Kt	2 R takes Kt
3 R to Q 5 ch	3 K moves
4 R mates	

No. 567.

1 B to B 2	1 B takes P ch
2 K takes B	2 Q to R 4 or 5
3 B to K B sq	3 Aught
4 Mates accordingly	

No. 568.

1 Q to R sq	1 K to Q 6
2 Q to K R 8	2 Aught
3 Mates	

No. 569.

1 B to Q B 2	1 Q to Q R sq ch
2 Kt to B 6	2 Q takes Kt ch
3 R to Q 5 dis ch	3 Q or R takes Q
4 B or R mates	
If 1 Kt to Q 6	
2 Kt takes Kt ch	2 K to K 5
3 Kt to K B 4 disch	3 Aught
4 Mates	

No. 570.

1 K to B 2	1 P moves
2 Kt to K B sq	2 K to B 4
3 B to Q 7 ch	3 K to K 5
4 Kt to Q 2 mates	

No. 571.

White.	Black.
1 Q to K B sq	1 K takes P
2 Q to Q R 6	2 Aught
3 Mates accordingly	
If 1 K takes Kt	
2 Q to B 4 ch	2 K moves
3 Mates	
If 1 P takes P	
2 Q to K Kt sq	2 Aught
3 Mates accordingly	

No. 572.

See Problems Reviewed.

No. 573.

1 P takes P	1 Q takes Q
2 Kt to B 4 dis ch	2 Q to K 6
3 B takes Q mates	

No. 574.

1 Kt at R 5 to B 6	1 P moves
2 B to B 7	2 Aught
3 Kt mates accordingly	

No. 575.

1 Kt to R 2	1 P moves
2 Kt to Kt 4	2 Aught
3 Q mates	

No. 576.

1 B to Q 3	1 P to Q R 3
2 R to Kt 6	2 P to P 6 or R to K 2
3 Q to Kt 4 ch	3 Q takes Q
4 R takes P and mates	
If 1 Q to K 4 ch	
2 Q takes Q ch	2 K to Kt 3
3 Kt to R 4 ch	3 Kt takes Kt
4 Q or B mates	
If 1 Q to Q 2	
2 R to Kt 5	2 B to Q B 4
3 Q to R ch 4	3 K to Kt 3
4 Q takes P mates	

See Problems Reviewed.

No. 577.

White.	Black.
1 B to K 3	1 K to K 4
2 Q takes P ch	2 K to Q 4 or K B 4
3 Kt to Q B sq or K Kt sq accordingly	3 Aught
4 Q mates	

See Problems Reviewed.

No. 578.

1 Kt to Q Kt 2	1 P takes Kt
2 Q to Q R 7 ch	2 K to K 4
3 Kt to Q B 4 ch	3 P takes Kt
4 Q mates	
If 1 R to K R 3 ch	
2 P takes R	2 P takes Kt
3 Q to K B 6 ch	3 K moves
4 Q to Kt 6 mates	

No. 579.

1 Q to Q R 6	1 K to B 5 or 6
2 Q to B sq ch	2 Aught
3 R takes P or Kt mates accordingly	
If 1 Kt takes Kt	
2 Q to B 4 ch	2 Aught
3 Q or B mates	

No. 580.

1 B to K Kt 8	1 B to Kt 4
2 Kt to B 8	2 Aught
3 Mates accordingly	

No. 581.

1 Kt to K 3	1 Kt to B 7
2 R takes P	2 Q or B to R 7
3 B to K B 4	3 Aught
4 Mates accordingly	
If 1 K to B 4	
2 R to K Kt 7	2 Kt to B 7
3 B takes P	3 Aught
4 Mates accordingly	
If 1 P to Q B 3	
2 R to K Kt 7	2 Kt to Q B 2
3 B takes Kt	3 Aught
4 Mates accordingly	

No. 582.

White.	Black.
1 Kt to B 4	1 P takes Kt
2 B to K 4	2 Aught
3 Mates accordingly	
If 1 B to Kt 7	
2 Q takes Kt P ch	2 P takes Q
3 Kt mates	

No. 583.

1 P to K 3 ch	1 K takes Kt at Q 4
2 Q to B sq	2 K to K 5
3 Q to K B 5 ch	3 K moves
4 Kt or Q mates	
If 1 K takes Kt at B 5	
2 Q to B sq ch	2 K takes Kt
3 Q mates	

No. 584.

1 Kt to Q 2 ch	1 K to Q 4
2 R to Q B 8	2 P to Q 3
3 Q to B 5 ch	3 P takes Q
4 R to Q 8 mates	
If 2 P or R takes Kt	
3 Q to R 5 ch	3 K to K 3
4 R to K 8 mates	
If 2 B to Q B 5	
3 Q takes B ch	3 K to Q 3
4 Kt takes P mates	
If 1 K to B 5	
2 Q to K B sq ch	2 K to K 6*
3 Q to K sq ch	3 K to B 5
4 Kt to K 6 mates	

* H. J. C. A. here points out a dual thus:—

	2 R covers
3 Q takes R ch	3 K to Kt 4
4 Q takes P mates	
Or 2 R covers	
3 Kt to K 6 ch	3 K to K 6 or Kt 6
4 Q to K sq or takes R accordingly and mates	

WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

No. 29, ADELAIDE.—In our last number should be "Good is good, but better carries it." 30, NUVUL KURNINNOOK, which we received in due time. The List closed on the 20th January 1875.

OUR PROBLEMS REVIEWED.

No. 553, by F. W. LORD.—"Ingenious and pleasing," H. J. C. A.—"The variations are very good, but the White P at K R 3 tells a tale," W. Coates.—"Pretty, but containing some dual mates," W. Nash.

No. 554, by F. HEALEY.—"A White Pawn at K Kt 3 was, unfortunately, omitted in transcribing from the author's diagram, thereby preventing the author's own solution, and affording a common-place mate in 3, by 1 Q to K Kt 8.

No. 555, by W. COATES.—"A masterly problem, the main variation being of extraordinary beauty," H. J. C. A.—"Exceedingly neat and pretty," W. Nash.

No. 556, by J. MENZIES.—"An elegant and well constructed stratagem," H. J. C. A.—W. Coates says: "Neat and pretty," but does not give the author's main idea.—"Neat, but not free from duals," W. Nash.

No. 557, "MY HOUSE IS MY CASTLE."—H. J. C. A. and C. W. M. D. propose to solve this in 3 moves, by 1 Kt to Q R 6, overlooking the defence of 1 P to K 5, followed by 2 R to R 4.—W. Coates sends a solution in 4 moves, but his line of defence gives one in 3.—W. Nash sends two solutions in 4 moves, both of which are correct.

No 558, "MY HOUSE IS MY CASTLE."—"Very pretty, but very obvious," H. J. C. A.—"Variations ingenious and pretty," W. Coates.—"A very good and pleasing problem," W. Nash.

No. 559, "MY HOUSE IS MY CASTLE."—"Good, on the whole, although the first move is rather palpable," H. J. C. A.—"The variations are again very good, but the first move is not very recondite," W. Coates.—W. Nash hit upon the first move, but was baffled by the variation 1 P to Kt 6.

The double solution of 557 necessarily excludes the remarks on this set.

No. 560, "HEADS OR TAILS."—"A first-rate problem; rich in variations, and most ably and accurately constructed," H. J. C. A.—"The highest praise I can bestow on this is to say that it is a worthy rival to the 'Gluckliche Reise' four-mover," W. Coates.—"A very difficult and beautiful problem, by far the best in the number," W. Nash.

No 561, "HEADS OR TAILS."—"Very elegant, but certainly not a hard nut," H. J. C. A.—"Good, but greatly inferior to 560," W. Coates.—"Very pretty and correct," W. Nash.

No. 562, "HEADS OR TAILS."—"A very clever specimen of the genus block," H. J. C. A.—"Pretty, but with few plausible first moves," W. Coates.—"Rather weak," W. Nash.

REMARKS ON THE SET.—"The four-mover is first rate, and rather throws its companions into the shade, but the composer deserves great credit for the accurate and skilful construction of this beautiful set," H. J. C. A.—"A very good set, but the three-movers are medium compared with the four-mover," W. Coates.—"A very good set, though No. 3 has nothing but correctness to commend it. I believe the only dual in the set is in No. 560, where, after 1 P to Kt 6, White can reply with either Kt to R 4 or K 4," W. Nash.

No. 563, "ALL INTRICATE, &c."—"Pretty, but palpable," H. J. C. A.—"Exceedingly beautiful, and of more than average difficulty," W. Coates.—"Ingenious," W. Nash.

No. 564, "ALL INTRICATE, &c."—This problem can be done in 3 moves by 1 Q to K Kt 5, as pointed out by H. J. C. A., W. Coates and W. Nash.

No. 565, "ALL INTRICATE, &c."—"A little gem," H. J. C. A.—"The best three-mover on the page," W. Coates.—"Rather neat," W. Nash.

No. 566, "DIE WACHT AM RHEIN."—"Pretty, but better as a three-mover," H. J. C. A.—"Highly ingenious, but better almost as a three-mover," W. Coates.—"Would have been better as a three-mover, but even then would be very poor," W. Nash.

No. 567, "PALMAM QUI MERUIT FERAT."—"Fair," H. J. C. A.—"Very neat and pretty," W. Coates.—"Ingenious," W. Nash.

No. 568, "PALMAM QUI MERUIT FERAT."—"A decided improvement on its predecessor," H. J. C. A.—"Rich in variation, and difficult. The best three-mover in the number," W. Coates.—"Very fair," W. Nash.

No. 569, "COMBINE."—"A brilliant and interesting problem," H. J. C. A.—"A good problem, but too much checking," W. Coates.—"A very fine problem; next in merit to 560," W. Nash.

No. 570, "COMBINE."—"Very tame," H. J. C. A.—"Forced moves make a pretty, but not a difficult problem," W. Coates.

No. 571, "A BIRD IN THE SOLITUDE."—"An agreeable specimen of its class," H. J. C. A.—"The variations are numerous and good," W. Coates.—"A good problem, although easy," W. Nash.

No. 572, "PRO REGE ET LEGE."—There is no solution to this problem if Black play 1 R to Q R 2.

No. 573, "MORGENROTH."—"A very juvenile production," H. J. C. A.—"Evidently the production of a tyro," W. Coates.—"Very poor," W. Nash.

No. 574, "MORGENROTH."—"Very stale and easy," H. J. C. A.—"Will bracket with 573," W. Coates.—"Very poor," W. Nash.

No. 575, by C. CALLANDER.—"Neat, but neither difficult nor free from the dual complaint," H. J. C. A.—"Decidedly inferior to this composer's usual style," S. H. THOMAS.

No. 576, by H. J. C. ANDREWS.—"A somewhat deceptive position. The duals are bad," S. H. THOMAS.—W. NASH however points out a move by which the author's solution is frustrated, thus: 1 B to Q 2, 1 Q to Q 2, 2 R to Kt 5, 2 R to K B sq.

No. 577, by S. H. THOMAS.—This problem admits of two solutions, of which H. J. C. A. gives both, W. NASH the one that is not the author's, and W. COATES the author's own.

No. 578, by C. W., of Sunbury.—"A beautiful problem, perhaps the best in the number," H. J. C. A.—"An uninteresting study," S. H. THOMAS.—"Rather pretty, but the first move could not be more obvious," W. NASH.—"An ingenious and beautiful problem, the mates are all very elegant," W. COATES.

No. 579, "Chess Nuts."—"Cleverly constructed, but the first move is rather obvious," H. J. C. A.—"A very pretty problem," S. H. THOMAS.—"A capital problem," W. NASH.—"The variations are good, and the problem is of average difficulty," W. COATES.

No. 580, "Chess Nuts."—"A clever example of the block pattern," H. J. C. A.—"Ingenious and difficult," S. H. THOMAS.—"Very neat and fair," W. NASH.—"It is obvious that the B must move first, but the solution is very beautiful," W. COATES.

No. 581, "Chess Nuts."—"Good, the best of the set," H. J. C. A.—"Possesses but average quality, and is inferior to its two predecessors," S. H. THOMAS.—"The best problem in the number," W. NASH.—"A good problem, but inferior to many four movers before it," W. COATES.

REMARKS ON THE SET.—"An able and accurate set," H. J. C. A.—"A set containing nothing brilliant or masterly, but pretty, and fairly difficult," S. H. THOMAS.—"I consider this in every respect the best set published this month. All the problems are good and free from duals," W. NASH.—"A pretty good set, but wants depth," W. COATES.

No. 582, "Good is good, &c."—"An elegant and ingenious stratagem," H. J. C. A.—"Exceedingly good," S. H. THOMAS.—"Neat, but very simple," W. NASH.—"Pretty, but the want of variations makes it easy," W. COATES.

PROBLEMS.

PROBLEM No. 597.—By D. CLARK, Barnaul, Siberia.

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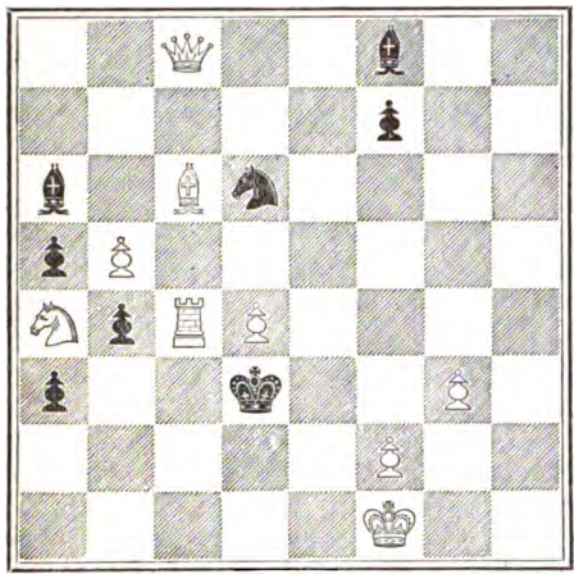
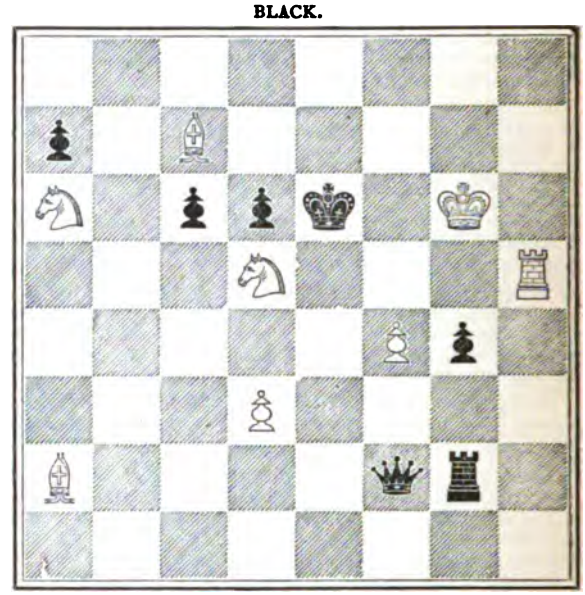


WHITE.

White to play and mate in three moves.

PROBLEM No. 598.—By CHARLES A. GILBERG.

BLACK.

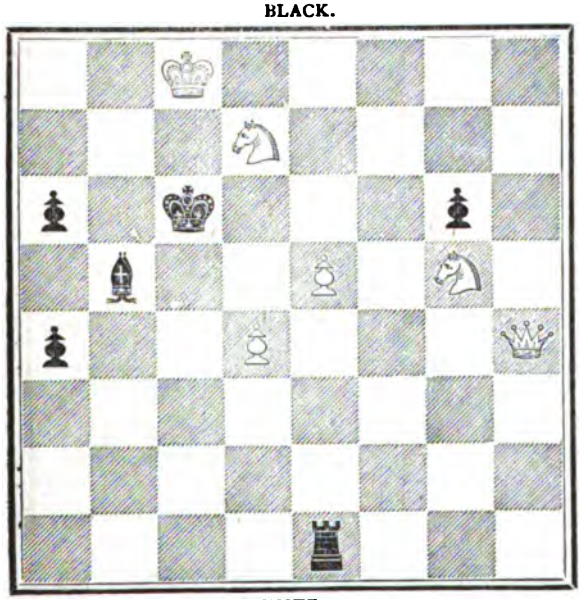


WHITE.

White to play and mate in three moves.

PROBLEM No. 599.—By the late V. N. PORTILLA.

BLACK.

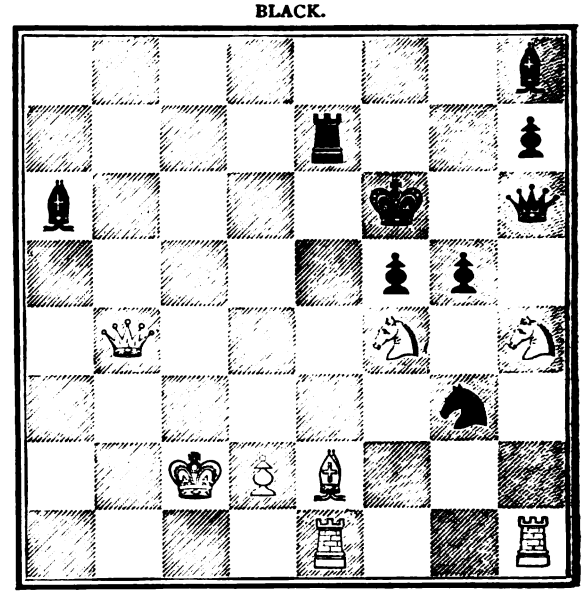


WHITE.

White to play and mate in three moves.

PROBLEM No. 600.—By L. A. A., (a lady.)

BLACK.



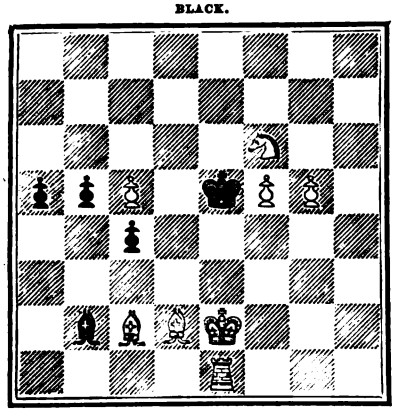
WHITE.

White to play and mate in four moves.

PROBLEMS.

THE WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

No. 601.
"Adelaide."
BLACK.



WHITE.
White to play and mate in three moves.

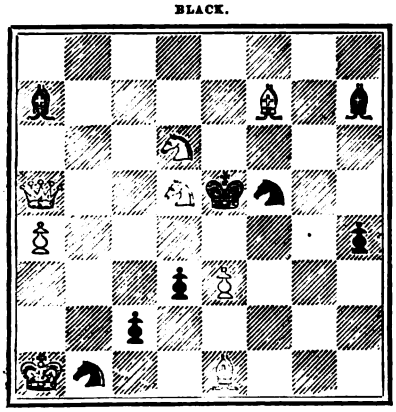
No. 602.
"Adelaide."
BLACK.

WHITE.
White to play and mate in three moves.

No. 603.
"Adelaide."
BLACK.

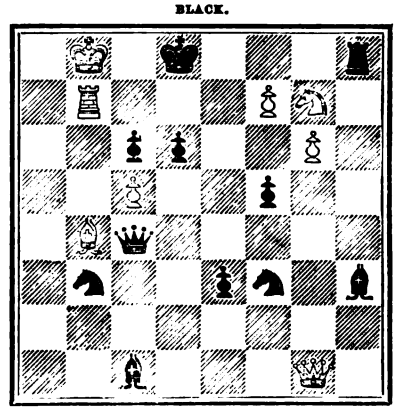
WHITE.
White to play and mate in four moves.

No. 604.
"Finis coronat opus."
BLACK.



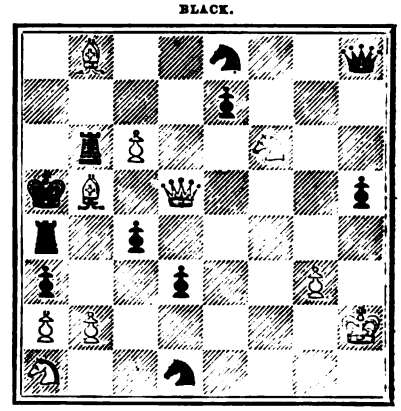
WHITE.
White to play and mate in four moves.

No. 605.
"Finis coronat opus."
BLACK.



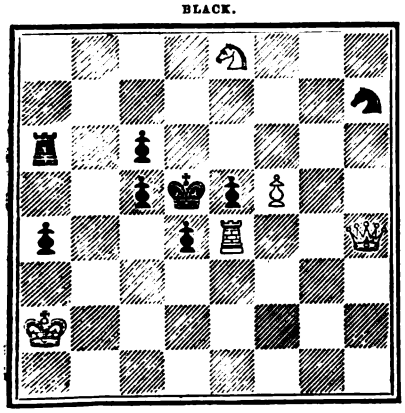
WHITE.
White to play and mate in four moves.

No. 606.
"Finis coronat opus."
BLACK.



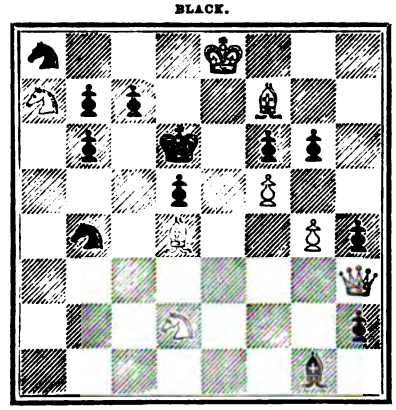
WHITE.
White to play and mate in four moves.

No. 607.
"Bicolor campus."
BLACK.



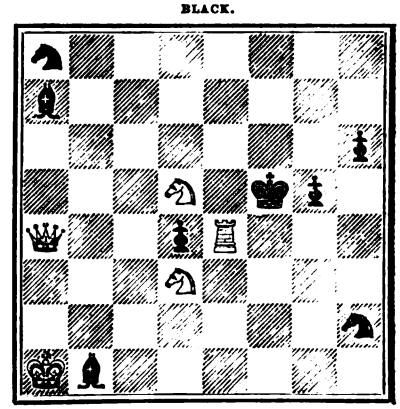
WHITE.
White to play and mate in four moves.

No. 608.
"Bicolor campus."
BLACK.



WHITE.
White to play and mate in four moves.

No. 609.
"Bicolor campus."
BLACK.



WHITE
White to play and mate in four moves.

PROBLEMS.

No. 610.—By J. W. Abbott.

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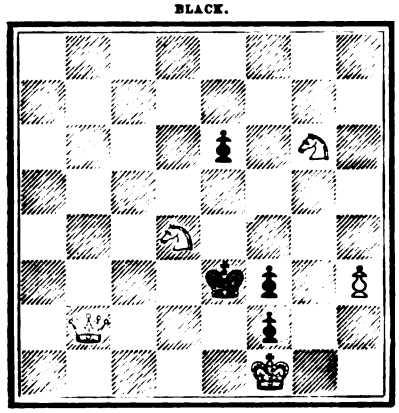

WHITE.

White to play and mate in three moves.

No. 611.—By F. H. Bennett.

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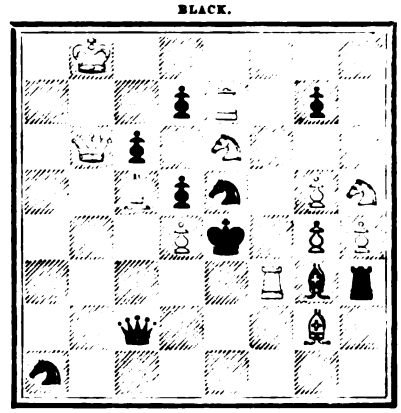
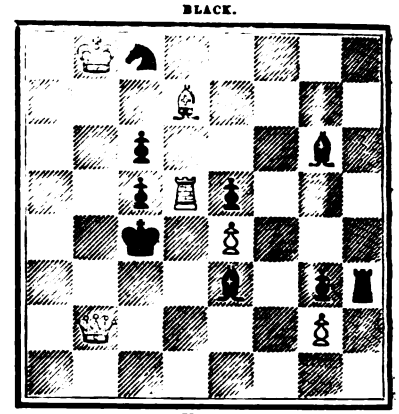


WHITE.

White to play and mate in three moves.

No. 612.—By F. W. Lord.

BLACK.



WHITE.

White to play and mate in three moves.

No. 613.—By J. Menzies.

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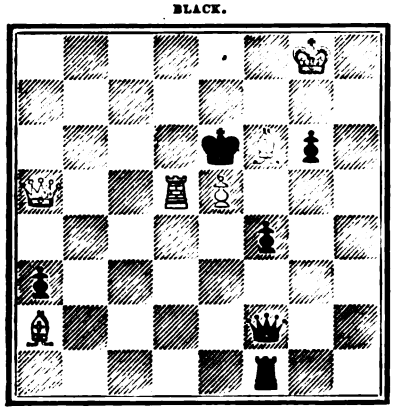

WHITE.

White to play and mate in three moves.

No. 614.—By James Pierce and W. T. Pierce.

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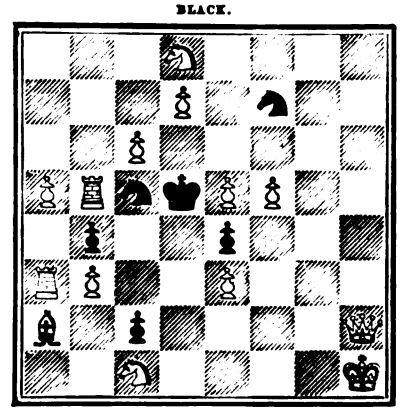

WHITE.

White to play and mate in three moves.

No. 615.—By G. Robinson, Hexham.

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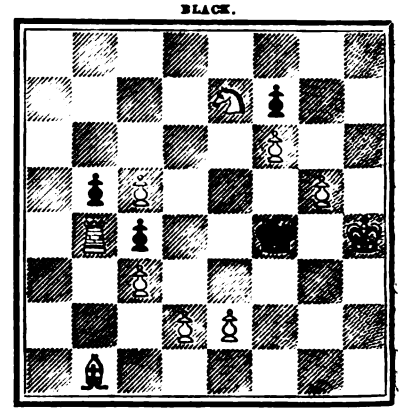

WHITE.

White to play and mate in three moves.

No. 616.—By G. J. Slater.

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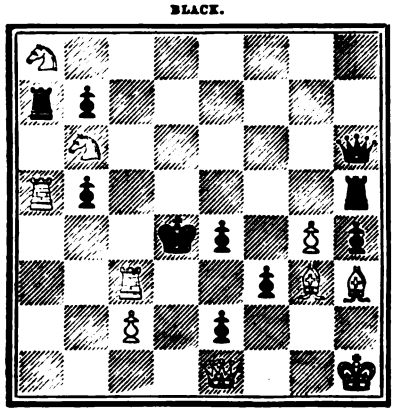

WHITE.

White to play and mate in three moves.

No. 617.—By J. C. West.

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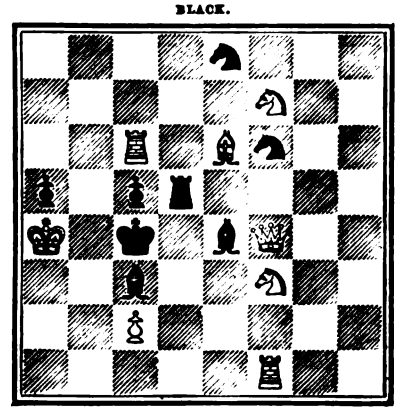
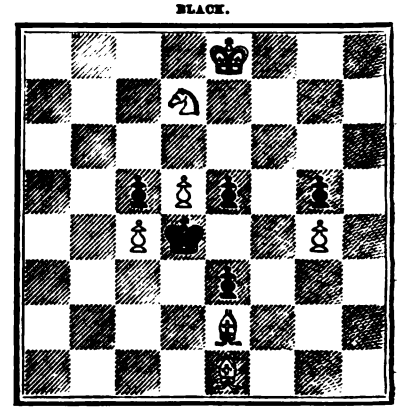


WHITE.

White to play and mate in three moves.

No. 618.—By H P. Frederick.

BLACK.



WHITE.

White to play and mate in four moves.

GAMES.

Noted by J. H. ZUKERTORT.

GAME 301.

Played at Pursaell's, 8th January 1875, between Rev. S. Earnshaw M.A., of Hemsworth, near Pontefract, and Mr. A. Mocatta.

Allgaier Gambit.

White.	Black.
Rev. S. Earnshaw.	Mr. A. Mocatta.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 P to K R 4	4 P to Kt 5
5 Kt to K 5	5 P to K R 4
6 B to B 4	6 Kt to K R 3
7 P to Q 4	7 P to Q 3
8 Kt to Q 3	8 P to B 6
9 P takes P	9 P takes P (a)
10 Q takes P	10 B to Kt 5
11 Q to B 2	11 Q to K 2
12 Kt to B 3	12 Kt to Q 2 (b)
13 B to K Kt 5 (c)	13 P to K B 3
14 Kt to Q 5	14 Q takes P ch
15 K to Q 2	15 Castles
16 Kt takes K B P	16 Q to Kt 3
17 Q R to K sq	17 B to Kt 2
18 Kt to B 4	18 Q to B 4
19 B to Q 3 (d)	19 Q to R 4 ch
20 P to Kt 4 (e)	20 Q takes P ch
21 K to B sq	21 B takes Kt
22 B takes B	22 Kt takes B
23 Kt to Kt 6	23 Kt to Q 4
24 Kt to K 7 ch (f)	24 Kt takes Kt
25 R takes Kt	25 Q R to K sq
26 K R to K sq	26 R takes R
27 R takes R	27 B to Q sq
28 P to Q 5	28 Q to R 4
29 R to R 7	29 R to K sq
30 Q to Q 4 (g)	30 Kt to B 4
31 B takes Kt	31 B takes B
32 R to R 8	32 Q to Kt 4

And after a few more moves White resigns.

(a) The usual course 9 B to K 2, 10 B to K 3 (or B 4), 10 B takes P ch, 11 K to Q 2, &c., is certainly preferable, as the move in the text loses the Gambit Pawn, and leaves Black with the inferior position.

(b) If 12 Kt to B 3, 13 B to K Kt 5 would be of disastrous consequences.

(c) White could here simply maintain the superiority in position by a quiet development of his forces, e.g., 13 B to B 4, 13 Castles, 14 K to Q 2, 14 B to Kt 2, 15 Q R to K sq, &c., he had, however, the opportunity to go in for immediate attack, commencing with 13 P to K 5, as the following variations may show:

13 P to K 5	13 P takes P (or A)
14 B to K Kt 5	14 Q to Q 3 (or a)
15 Kt takes P	15 Kt takes Kt
16 P takes Kt	16 Q takes P ch
17 K to Q 2	17 Q to Q 3 ch
18 K to B sq	18 Kt to B 4
19 R to K sq ch	19 K to Q 2

20 Kt to K 4, with a fine game.

(a)	14 P to K B 3
15 Kt to Q 5	15 Q to Q 3
16 Kt takes K B P ch	16 Kt takes Kt
17 B takes Kt	17 R to R 2
18 B takes P	18 Q to Q B 3
19 R to K B sq	19 Castles

20 B to Q Kt 3, with a Pawn ahead and a good position.

(A)	13 Castles
14 B to K Kt 5	14 P to K B 3
15 Kt to Q 5	15 Q to Kt 2

If 15 Q to R 2, 16 Kt takes K B P, 16 Q to Kt 3 (16 Q to B 4, 17 Kt takes B) 17 Kt to B 4, &c.

16 P takes B P	16 Q to R 2

17 K to Q 2, with a passed Pawn ahead and the better position.

(d) Quite unintelligible. White chooses to lose a piece, when he had the opportunity to win the exchange, with a splendid position, by 19 Kt from B 6 to Q 5.

(e) Making matters still worse. 20 K to B sq was certainly preferable.

(f) As White intended to go on with the game, he ought to take the Rook, but his best move, I think, was to resign.

(g) If 30 R takes Kt, Black wins, of course, by 30 R to K 8 ch.

GAME 302.

Game, by Correspondence, between Wm. Nash and W. T. Pierce.

Ruy Lopes.

White.	Black.
Mr. W. Nash.	Mr. W. T. Pierce.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 B to K 2
6 P to Q 4 (a)	6 P takes P
7 P to K 5	7 Kt to K 5
8 R to K sq	8 Kt to B 4
9 B takes Kt	9 Q P takes B
10 Kt takes P	10 Castles
11 Kt to Q B 3	11 Kt to K 3
12 Kt to B 5	12 B to Kt 4 (b)
13 B takes B (c	13 Q takes B
14 Kt to Kt 3	14 R to Q sq
15 Q to B sq	15 Q to Kt 3
16 Q Kt to K 2	16 Kt to Q 5
17 Kt takes Kt	17 R takes Kt
18 Q to K 3	18 R to Q 4
19 P to Q B 4	19 R to Q 6
20 Q takes R (d)	20 Q takes Q
21 Q R to Q sq.	21 B to B 4 (e)
22 R takes Q	22 B takes R
23 P to Kt 3	23 P to Q Kt 4 (f)
24 P takes P	24 B P takes P
25 R to Q sq	25 R to Q sq (g)
26 Kt to K 2	26 R to Q 2
27 P to K 6 (h)	27 P takes P
28 Kt to B 4	28 B to Kt 8
29 R takes R	29 B takes P
30 Kt takes P	30 B takes P
31 Kt takes Q B P	Resigns.

Notes by Mr. C. Benbon, of Birmingham.

(a) R to K sq may also be adopted, but the text move seems the more forcible of the two. If R to K sq, the following, from a game between Messrs. De Vere and Wisker, is a probable continuation:—

	6 P to Q Kt 4
7 B to Kt 3	7 P to Q 3
8 P to Q B 3	8 B to K Kt 5
9 B to Q 5	9 Q to Q 2
10 B takes Q Kt	10 Q takes B
11 P to Q 4	11 P takes P
12 P takes P	13 Castles K R

and the positions are about equal.

(b) Q takes Q obviously loses a piece.

(c) Q to K Kt 4 is often played here; and the following examples, from actual play, of the attack resulting from it, may perhaps prove not uninteresting:—

13 Q to K Kt 4	13 Kt to Q 5 (B)
14 B takes B	14 B takes Kt
15 Q to R 4	15 P to K B 3 (A)
16 P takes P	16 P takes P

and White has the superior game.

(A)	15 Q to Q 2
16 Q R to Q sq	16 P to Q B 4
17 B to K 7	17 K R to K sq

18 B takes B P and wins a piece.

(B)	13 B takes B
14 Q R takes B	14 Q to K Kt 4
15 Q takes Q	15 Kt takes Q
16 Kt to K 7 ch	16 K to R sq
17 P to B 4	17 Kt to K 3
18 P to B 5	18 Kt to Q 5
19 P to B 6	19 B to K 3
20 Kt to K 2	20 Kt to B 4
21 Kt takes Kt	21 B takes Kt
22 Kt to Q 4	22 B to K 3
23 P takes P ch	23 K takes P
24 R to K 3	24 R to K Kt sq
25 R to Q sq	25 Q R to Q sq
26 Kt takes B ch	26 P takes Kt
27 K R to Q 3	27 R to Q 4
28 P to Q B 4	28 R takes R

29 R takes R, and White eventually won the game.

(d) This is a good move, and gives White an advantage in position, though not sufficient to decide the contest. In a game between Messrs. Gossip and W. T. Pierce the former played here R to Q sq, then followed 21 $\frac{\text{R takes R}}{\text{R takes R}}$, and the game eventually was drawn.

(e) Would not Q takes R have been more serviceable? for after

22 R takes Q	22 B to K 3
23 P to Q Kt 3	

Black certainly has more liberty of action than in the actual game.

(f) There seems nothing better to do. Mr. Pierce cannot undouble his Pawns, except at the expense of one of them, unless he takes his Rook out of play.

(g) This is bad, he should rather have played

	25 B to Kt 3
26 P to K B 4	26 P to K R 3
27 R to Q B sq	27 R to R 2

though even then White has the superior game If White should prefer to continue with

27 P to K B 5	27 B to R 2
28 R to Q 7	28 R to Q B sq
29 P to K 6	29 P takes P
30 P takes P	30 R to K sq

Black should escape with a drawn game.

(h) An excellent move, which brings matters to a speedy close, and one overlooked by Mr. Pierce when he played 25 R to Q sq.

GAME 303.

Allgaier Gambit.

Played in the summer of 1871, at Berlin.

White.	Black.
J. H. Zukertort.	Dr. Stosch.
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 P to K R 4	4 P to Kt 5
5 Kt to K 5	5 Kt to K B 3
6 B to B 4	6 P to Q 4
7 P takes P	7 B to Q 3
8 P to Q 4	8 Kt to R 4
9 Kt to Q B 3	9 Q to K 2
10 B to Kt 5 ch	10 K to Q sq (a)
11 Castles	11 Q takes P
12 Kt takes P ch (b)	12 K to K 2
13 Kt takes B	13 P takes Kt (c)
14 R takes P	14 Kt takes R
15 B takes Kt	15 B to B 4 (d)
16 Q to Q 2	16 R to Kt sq
17 R to K sq ch	17 K to Q sq
18 B takes P	18 K to B sq
19 P to K Kt 3	19 Q to R 6 (e)
20 Q to Kt 5	20 B to Kt 3
21 Q to K 7	Resigns

(a) 10 P to B 3, 10 K to B sq and 10 B to Q 2 are the other three moves given in the "books," all four lead in a practical play to a very favourable game for the first player.

(b) The "books" give here 12 R takes P, 12 Kt takes R, 13 B takes Kt, 13 B takes Kt, 14 B takes B, &c., and warn against 12 Kt takes P ch, giving, as continuation, 12 K to K 2, 13 Kt takes R, 13 P to Kt 6, 14 Q to K 2 ch, K to B sq, 15 Q to K 8 ch, 15 K to Kt 2, 16 Q to B 7 ch, 16 K takes Kt, 17 Q to K 8 ch, 17 K to Kt 2, and Black wins. I think the course chosen in this game is superior to the immediate sacrifice of the exchange, as it wins a Pawn and breaks up Black's Queen's flank.

(c) If Black play 13 P to Kt 6, White forces the game by 14 Q to K 2 ch, 14 K to B sq (best), 15 Q to K 8 ch, 15 K to Kt 2, 16 Q to B 7 ch, 16 K to R 3, 17 R takes P.

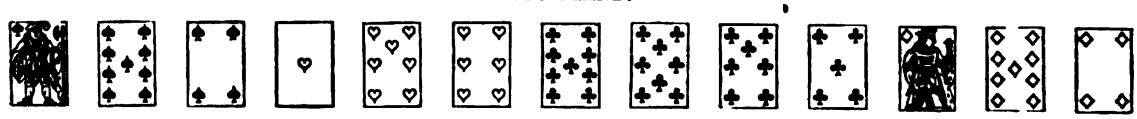
(d) 15 P to Kt 6 would avail nought, e.g., 15 P to Kt 6, 16 Q to K sq ch, 16 K to Q sq, 17 Q takes P, 17 Q takes Q, 18 B takes Q, and White will win after capturing the Q P, which cannot be effectually defended.

(e) This precipitates the defeat, but Black's game was, anyhow, past redemption.

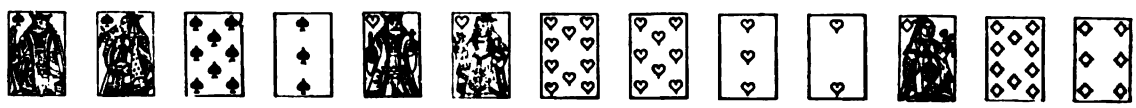
No. 108.—DOUBLE DUMMY PROBLEM.

Sent by Stephen, Hackney, as from actual play.

A's Hand.



X's Hand.



B's Hand.

Z's Hand.

Spades trumps. Score 3 all. A to lead and win.

SOLUTION TO DOUBLE DUMMY PROBLEM, No. 105.

1. A leads lowest Heart B, takes with King; won by B.
2. B leads Heart Ace, Z trumps with Club; won by Z.
3. Z leads Club 5, A covers with King; won by A.
4. A leads Hearts Queen, B discards Diamond 3, and Z trumps with Club 7; won by Z.
5. Z leads Club 8, B takes with Queen; won by B.
6. B leads Club Ace, A discards Spade 5, and X Spade 2; won by B.
7. B leads a Diamond, Z puts on the 2, and X covers A's Knave with Ace; won by X.
8. X leads Heart Knave, B trumps with his long trump, Club 4, and Z discards Spade 8; won by B.
9. B leads a Diamond, Z puts on the King, and X throws the 4; won by Z.
10. Z leads Diamond 7, A discards Spade 6, and X wins with the 10; won by X.
11. X leads a Spade, B puts on Ace; won by B.
12. B leads Spade 3, Z wins with King; won by Z.
13. Z leads Diamond 9; won by Z.

Solutions received from E. J.; Post Card, no name, Brighton; Z and Check Jack—right. All others wrong.

Pressure of space compels us again to hold over Review of "Round Games."

AFTERNOON WHIST.

Extract from the "Times" 12th February 1875.

Everbody agrees that the present age is transcendently superior to any that has gone before. It is grimly earnest, it is aggressively benevolent, its preachers and lecturers are always screwing us up to the highest point of moral energy, bidding us ascertain our mission and do our work. Public opinion keeps statesmen from jobs, and even a Bishop can no longer be likened to a cormorant perched by the Tree of Life. How different is all from the easy and pleasant but scandalous old times described by Mr. Greville, when everybody had such an elastic conscience and such very queer notions of propriety! But now and then something occurs to make us doubt whether society in general has quite reached the plateau of moral elevation from which its prophets and guides look down. It would rather seem that a great number of people are disposed to compensate themselves for what they find strict and formal in life, by carrying beyond due bounds the liberties that remain to them. Of this we have indications in various popular amusements, which, within our time, have attained a mischievous degree of exaggeration. The increase of wealth, the facilities for travelling, and the concourse of vast assemblies of spectators have changed the whole character of horse racing—and changed it much for the worse—within our time. It is now more a trade than a pastime, and the betting, instead of being merely subsidiary, is often the principal object of the meeting. Individuals win or lose far more money than of old, and the number of those who bet has increased fifty-fold. Even the healthful pursuits of boating and cricket are now associated with the gambler's greed, for the "public" which interests itself in a match or a race is to be reckoned by the million, and the million can do nothing but lay its money.

Another once harmless amusement seems likely to be similarly abused. The game of Whist is the most generally and abidingly attractive of all games. It mingles chance with skill sufficiently to excite ever new interest, and to relieve the mind from the strain which attaches to a game dependent upon skill alone. It is played with equal zest by young and old; mere children sometimes take a strong fancy to it, and those who acquire the taste for it generally continue to play as long as their faculties endure. It occupies a larger section of a man's life than any other amusement or pastime that can be named. "You do not play Whist, young man," said Talleyrand; "you prepare for yourself an unhappy old age." Within the present century it has established itself in every part of the world, and this country may be proud of having originated a pastime which is one of the solaces of humanity. A chief merit of Whist, as traditionally played, has been that it is not a gambling game. This has been a great element in its success. The most grave and reverend personages could take a hand, the game could penetrate the most decorous circles of domestic life, and, above all, the less experienced player could join in the game without the fear of losing or causing his partner to lose anything that he would think seriously about on the morrow. The gains and losses equalised themselves pretty well in the long run, and the devotee of the game enjoyed the pleasure inseparable from playing for a stake without the danger of being victimised or of victimising anybody else. Some of the greatest players of the old time used to be conspicuous examples of moderation in that respect.

But we are changing all this. Our ancestors tempted fortune at Faro and Hazard, but it was left to this generation to make the game of Whist the vehicle of ruinous gambling. It is ruinous for the most part because men of very different fortunes play together. If four millionaires of about equal skill were always to sit down at the same table, the gains and losses would equalise themselves ultimately as surely as if they were playing for nothing but shilling points, because each would be able to go on with a cool head and a light heart until the end. But the players are as often as not young men with no great amount of money, who play and lose, and run into debt, and borrow and play again, till at last the time comes when they can play no more. Or they have acquired, by incessant play, a superior skill, which becomes a most valuable accomplishment; in fact, they make a living out of cards. Then, there are the rich young men who play well; these have a better chance of success, for they can hold their own through a long run of bad cards. There are also the rich young men who play badly; these, it need hardly be said, are looked upon as valuable friends and readily welcomed. High play thus causes many a liability which embarrasses a whole future career. Sometimes the losses of an individual create a scandal, sometimes there is a scandal of another kind. But nothing interrupts the steady play by day and night, and, as everything is rising in this period of prosperity, of course stakes tend to rise also. The effect of all this is unfavourable not only to the fortunes and the moral tone of the players, but to their usefulness to themselves and others. How many duties, official or private, are neglected through the passion for Whist! Even politics, society, and its amusements, cease to attract those whose thoughts are always on the card-table. There is no one so absorbed, so incapable of taking a reasonable interest in the various concern of life, as the gambler, whether on the Turf or at the table. After he takes to this pursuit he can follow nothing else, the worthier objects which attracted him before drop from his desires, and almost from his memory; the Whist-table, with its high stakes, absorbs his whole mind, and, so far as his ability extends, society suffers in consequence. We have referred to Mr. Greville's Memoirs as a faithful mirror of some of the prominent vices and follies of a bygone generation. Not the least instructive part of that remarkable work is the record which it affords of the author's own participation in those frivolities, and of the remorse which followed them. Yet Mr. Greville's occasional devotion to the Turf or the card-table was innocence itself, compared with the idolatrous homage paid to them by their modern votaries. The evil is a growing one, and, though beyond the reach of legislative interference, it deserves to be noted as one of the scandals of the age, which, unless checked by the voice of public opinion, may ultimately sap the morals of the country.

Extract from the "Gazette" 12th February 1875.

7th Hussars.—Major the Honourable Walter Harbord is removed from the Army, Her Majesty having no further occasion for his services.

About a month ago there were ominous whispers at the clubs that a case of cheating had occurred. Soon it was said that an Englishman was the culprit; then that it was an officer in the army. The name was given in confidence, and at last every one openly gave the name of a man highly connected, and in Her Majesty's Service. The *Times* usually treats of those subjects that for the moment possess passing interest, and accordingly, on the morning of the 12th ult., we had the article given above duly served up for breakfast. It is not clear what afternoon Whist in London has to do with cheating at Baccarat at Nice; but had not the cheating taken place the subject would not have formed such a prominent topic of conversation, and the *Times* would not have written about cards. We are only too glad to see the leading journal take an interest

in the subject, although we cannot quite agree with its views. Gambling, by which we mean playing for larger stakes than the players can afford, is without doubt an evil; and notwithstanding the assertions of the *Field* to the contrary, we bear witness to the fact that Whist is played for much higher stakes now than it was 3, 4, or 5 years ago. It is said that in former days large fortunes were played for, and we have evidence to this effect. But the men who lost were men of large fortunes. We do not assert that men of large fortunes play for very high stakes now, but the middle classes—the men of good position—Merchants, Lawyers, Doctors and Tradesmen play for stakes that make one's hair stand on end. It is beside the question to say that men only play for £1 points or £5 points. We care nothing about that. In the long run this, in the generality of cases, will come pretty nearly even, given a small per centage for skill, but the points are but drops in the ocean. It is the betting that does the mischief, and when we hear of men in the class of life of which we are speaking losing £1,000, £2,000, £3,000 and £10,000 in a day, we venture to think these are larger stakes than were ever played before in this class. Of these 4 losses we are personally cognizant of 3, and we are pretty sure of our authority for the 4th. All Whist players regret and deplore these excesses, and the remedy must rest with the gamblers and their friends. The club can do nothing; the committee can do nothing, except by the influence each committee man can bring to bear on the gamblers, and let us remark on this that the clubs, as a rule, should insist on having card players on the committee. It is too common to elect respectable old gentlemen, who have little or no sympathy with the rising generation, and who cannot guide or influence them. A card player on the committee is, to some extent, responsible for the good conduct of the players in the card-room, and if a moderate and popular player with tact be chosen, he will often be able to stop a quarrel and induce men to be more moderate. Laws forbidding gambling are of none effect. The interference of the committee aggravates, rather than palliates the disease. Heavy bets can generally be stopped by a judicious friend, and it is only by the sense of the individual, and at the instance of one whom the gambler respects and desires to please, that the reform can be effected; and, with our views on the subject, we are bound to say men are too reticent in speaking on such subjects; and, when they do speak, they do not take into consideration the difficulties of the case, and therefore do not take sufficient pains to ensure success. Men say the club can stop gambling. The committee can stop high play. If they reflect at all on the subject they will see they can only drive gamblers from the club, but this is not stopping gambling. It is only driving it to a new channel, and it must always be remembered that the best place for gambling is a public room, and the worst (to which our advisers would have us go) is a private house. When the Betting Bill was before Parliament our legislators thought that by stopping the respectable betting men, who receive money on commission, they would stop betting. The most respectable of these (against whose honour we never heard a doubt) thereupon stopped business, and after a time the Walter Montague gang began to advertise in Belgium, Italy and Russia that glorious scheme for insuring against losses on the turf which has given us such a good opportunity of marking the intelligence of the European community in this 19th century. Mr. Anderson's bill no doubt stopped those men who respect the Law, but did it stop these worthies receiving thousands of pounds. On the contrary, when the matter was brought before the Government, did they not do that which was unlawful, though right, in retaining and returning letters addressed through the post to these persons? If there could be collected all the rules, regulations and statutes issued by the authorities of the world against gambling, a monument of human folly would be raised higher than St. Paul's. Hell is paved with good intentions, and we doubt not that our rulers intended to be wise and prudent in the matter, but be the laws wise or prudent, they have always failed in carrying their assumed point, viz., to stop gambling. We ventured to prophecy that when this Bill passed gambling would increase at cards. We said, then, that instead of a book-maker who was solvent, and who received our money before the race (and to our thinking, there was no harm in this in any sense of the word), we should have amateur book-makers who did not understand the business, and who would bet on credit, and who would certainly come to grief. We have lived to see our prophecy fulfilled; but the mischief, from our point of view, is that the losses of these book-makers and gamblers are all put down to poor Whist. Betting for ready money is the best form of betting. We have often been scolded for speaking of the subject in these pages, and, at the risk of being called a bore, we repeat: betting at cards should be for ready money. There should be no owing—no accounts. A player who goes to his afternoon or evening Whist should know the amount he is willing to risk. This sum he should take with him, and when it is lost, if he be a sensible man, he will retire for the day. It is like the dram drinking. If you cannot restrain yourself, take the pledge. If you cannot master yourself, except by some outward bond, give the bond. In this case the bond would be not to play after a loss of a given sum. With the *Times* article we have said we cannot entirely agree. If gambling exists, it is wise to acknowledge the fact; but we do not get rid of an evil by shutting our eyes and declaring we cannot see it. If gambling can be regulated it is in the afternoon that this can be most easily accomplished. Then the players do not desire to play for as much as after dinner, and for gambling purposes, and especially gambling at Whist, the afternoon rubber is certainly the best. It is scarcely necessary to add that Whist is the worst possible game for gambling purposes.

We are aware that we have wandered far away from our text—we should very much prefer keeping away from it altogether. To cheat at cards is so repulsive and revolting to the mind that we turn from it as from a hideous nightmare. That an officer in the army, a man in a high position in life by birth and station,

should so degrade himself seems incomprehensible, and failing to regard the name he bears, we cannot be surprised that he should care nothing for the honour of his country, or that, being content to risk his own position, he could be expected to have any regard for the estimation in which we are held abroad. As an Englishman we feel lowered by this act. Englishmen have had many favours conferred upon them in the different clubs of the world. In spite of the snobs that go everywhere, the bulk of Englishmen that travel are gentlemen and trustworthy. The Continental Clubs have always so treated our countrymen, but how now? Given this example, are there no more? Is this man an abortion, a thing produced by some unnatural means, or what? The cheating took place. One of our most respected sporting men was present. He reported the matter to the Horse Guards, and the Duke of Cambridge shewed his sense of the indignity inflicted on the people by removing the name from the Army. He did his duty promptly, and we thank him for it. It is satisfactory to know that Major Harbord was punished by losing the value of his commission (about £8,000), and the public announcement in the *Gazette* is, we trust, sufficient notice to the world to take care to pass over to the other side and avoid the man who has committed the highest offence known to men of honour. We have reason to believe that the name has been withdrawn from two West End Clubs, and we can only express our astonishment at this being permitted. Expulsion is the only course that can be tolerated in such cases. We have only to add that at the game of Baccarat the most important card for winning is the 9. In this case the nines were placed in a flat note purse, and a 9 was brought out with the notes and placed under the purse at the right time. We cannot therefore even say that the *modus operandi* was either clever or original.

THE LAWS OF SINGLE DUMMY.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—I took occasion, in your last number, to mention, incidentally, the loose manner in which the laws of Whist are stated. Considering their number, it would be a tedious task to point out to how great an extent they are open to criticism. But the "laws and exceptions" of Single Dummy are not numerous, and can be more easily dealt with. They are thus stated in Baldwin :—

"Dummy is played by 3 players."

"One hand, called Dummy's, lies exposed on the table."

"The Laws are the same as those of Whist, with the following exceptions :—

1. Dummy's partner has not the choice of dealing for himself or Dummy: he must deal for Dummy, *vide* p. 95, "Treatise on Short Whist, by James Clay."

2. Dummy is not liable to the penalty of a revoke, as his adversaries see his cards; should he revoke, and the error not be discovered until the trick is turned and quitted, it stands good.

3. Dummy, being blind and deaf, his partner is not liable for an error whence he can gain no advantage. Thus he may expose some or all of his cards, or may declare that he has the game or trick, &c., without incurring any penalty. If, however, he lead from Dummy's hand, when he should lead from his own, or *vice versâ*, a suit may be called from the hand which ought to have led.

I propose now to deal with these laws and exceptions.

Law 1 serves only to throw doubt upon the fact of Dummy being a player.

Law 2.—The word "exposed" is here used in its popular sense; but as it has a technical meaning at Whist, it only tends to create confusion.

Exception 1.—Except for the reference to Clay, any one would be reasonably under the impression that Dummy's partner *always* dealt for Dummy, and *never* for himself. This very elaborate exception is most tersely put by Cavendish, viz., Dummy deals at the commencement of each rubber.

Exception 2.—There is no necessity for the latter portion. The first portion of the exception is not that Dummy *must* follow suit, but that he is not liable if he does not. The latter portion is thus mere repetition; as soon as it is admitted that Dummy cannot revoke, a trick turned and quitted *must* "stand good." It might be urged that the words are necessary, because under law 73 of the Whist code, "a revoke is established if the trick in which it occur be turned and quitted, or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick," and that the words "turned and quitted," in the second portion of exception 2, referred to an *absolute* turning and quitting, and were meant to exclude the *constructive* turning and quitting, where Dummy had renounced, and the cards lying ungathered upon the table, there had been an act of play by himself or his partner. But this argument could not hold good, because if Dummy cannot revoke, he cannot acquire a benefit by claiming that he has established a revoke against himself.

Exception 3.—The first part of this exception is only misleading, and is verbally open to the construction, that if an advantage could be shown, a penalty would be exacted. But the fact is, that they are words intended to be merely explanatory of what follows them. But in what way is the last part of exception 3 an *exception* to the laws of Whist?

Law 62 of the Whist code provides that: "that if any player lead out of turn, his adversaries may

either call the card erroneously led, or may call a suit from him or his partner, when it is next the turn of either of them to lead."

It surely will not be contended that Dummy is not a player, within the meaning of the laws of Whist. "Dummy deals, and Dummy's partner disposes of such an objection." If exception 3 had continued, "but the card erroneously led cannot be called," there would have been an exception to the laws of Whist. Will it be contended that the words "a suit *may* be called" mean that "a suit *must* be called," and that the adversaries lose their right of calling the card erroneously led?

The Laws of Single Dummy should, in my judgment, be thus stated :—

1. Dummy deals at the commencement of each rubber.
2. Dummy's hand lies open on the table, and is conducted by his partner.
3. Dummy is not liable to the penalty of a revoke.
4. Dummy's partner may expose, otherwise than in dealing, any or all of his cards, or may declare that he has the game or trick without incurring any penalty.
5. Except as above, the laws of Whist are in every way applicable.

I am aware, Sir, as experience constantly proves, that legislation, even upon the important affairs of life, is not infallible; and I am free to acknowledge the difficulty of providing, in the laws of complicated games, for ever varying circumstances. But if the laws of games are intended, not for the purpose of *creating*, but of *avoiding* disputes, they should be as few and as clear as possible.

I hope I may venture, without arrogance, to think that if the laws of Single Dummy had been, as I have stated them, there would have been no division of opinion about the applicability to Single Dummy of Law 69 of the Whist code.

As the laws now stand, some gentlemen seem to think them open to the construction that the responsibility of conducting Dummy's hand lies, not with his partner, but with the adversaries.

Although I believe this position to be untenable, the doubt probably arises from *reasons* being incorporated with *rules*. I am, Sir, yours obediently, F. H. LEWIS.

[4. The words "otherwise than in dealing" are inserted here to remove a common misapprehension. There are players who contend that Dummy may expose his own or his partner's cards in dealing without being forced to deal again. 5. Laws 3 and 5 would of course settle the knotty point still under discussion. We should be glad to hear from our readers with any suggestions on the above. If we could come to any agreement on the subject we might adopt these as Dummy laws.—ED. WESTMINSTER PAPERS.]

DUMMY OMITS TO PLAY TO A TRICK.

To the Editor of THE WESTMINSTER PAPERS.

SIR,—As the discussion on this point seems to excite some interest, and has brought to light not a few erroneous ideas about the laws of Dummy, I venture to treat the matter more elaborately than in my previous letter, and this, too, notwithstanding that Mr. F. H. Lewis's arguments should satisfy every one that your decision was erroneous, as I hope you will admit.

The reader's attention is invited, at the outset, to the fact that it is part of the construction of the game of Whist (Mr. Lewis calls it an elementary principle, and proves that it is necessarily implied by the Laws) that every player must play to a trick, and must follow suit if he can; if it were otherwise, and players might either refrain from playing to a trick or might renounce, there would be an end to the game as a game of science. It necessarily follows, that unless breaches of these rules of play can be otherwise prevented, there should be heavy penalties for them; such penalties the laws inflict, and this, whether the breach is intentional or not, because of the impossibility of applying any infallible test of intention, but the law makers, in inflicting a penalty for omitting to play, either forgot, or intentionally disregarded the fact that the adversaries had only to use their eyes to see whether the trick was complete or not, and could thus prevent the breach of omission. I therefore think that, notwithstanding the enormity of the offence for a player intentionally to omit to play to a trick, there should not have been any Whist penalty for it. If any one however was so unlucky as to offend frequently, he would and ought to be excluded from the Whist Table.

When we pass on to Dummy, *i.e.* to Whist played with one hand exposed, we find it enacted that the laws shall be the same as at Whist, with three exceptions: the first is as to the deal, the second is that Dummy is not liable to the penalty of a revoke, "as his adversaries see his cards," and the third is as follows : "Dummy, being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some or all of his cards, or may declare that he has the game or trick, &c., without incurring any penalty; if however he leads from Dummy's hand when he should lead from his own, or *vice versâ*, a suit may be called from the hand which ought to have led." Unless, therefore, the case of omitting to play falls within the exceptions, the penalty for so doing is the same at Dummy as at Whist.

Let us consider the second and third exceptions somewhat in detail. The second adopts, as regards the revoke, the very principle which, for reasons above given, ought, in my opinion, to have been adopted at Whist as regards the omission to play, viz., that inasmuch as the adversaries are enabled, by using their eyes, to

prevent the offence, there ought to be no penalty for it. If our legislators, when framing this law at Dummy, had had their attention called to the point, they must have felt that consistency required that they should not inflict a penalty at Whist for omitting to play, unluckily however, and in spite of the inconsistency, they left the law at Whist as it stands, and no amount of arguing what they ought to have done will expunge it. The question therefore for our consideration is simply this, Does the same exception include the case of omitting to play? It most clearly does not in terms include it, but "M or N" and "Temple" argue that it includes it by inference, inasmuch as the reason for remitting the revoke penalty applies equally to the case of omitting to play. Undoubtedly it does; but still their argument is unsound, for they fail to bear in mind that whilst the exposure of the hand at Dummy enables the adversaries to prevent the revoke, it leaves their power of preventing the omission to play entirely unaffected, and their argument is nothing more than this, "Because a penalty is remitted at Dummy, in a case where the exposure of the hand enables the adversaries to prevent the offence, it must be inferred that a penalty is intended to be remitted in another case in which the exposure of the hand makes no difference whatever, but leaves the power of prevention as at Whist." Strange reasoning this, especially for one who, like "M or N," proposes to teach us all how to construe Whist Laws, and despises the opinions of lawyers on points of Whist Law! One word more with "M or N;" he refers to the "extraordinary manner" in which, as he alleges, I "confuse in my reason articles 2 and 3." Now, strange to say, knowing that article No. 2 had nothing to do with the point, I did not refer to it even in the most remote way. I suppose therefore that when I stated "that if it could be proved that the omission was to the last trick (only 10 tricks were played), and if Dummy had not played to the next, his partner would be in time to save the penalty," "M or N" rushed to the conclusion that I was referring to the penalty for a revoke affected by article No. 2; but I need hardly tell your readers no such thing, the reference was to Law 69, which does not inflict any penalty on a player omitting to play to one trick unless he has also played to the next. May it not justly be inferred that "M or N" was ignorant of this, and may we not fairly doubt his qualifications for assuming to be our schoolmaster?

Whether or not the case of omitting to play is included in the third exception, formed the substance of my previous letter, and to that I refer my readers for the reasons of my opinion that it is not. Here Mr. Lewis comes to my aid, and argues that the third exception applies exclusively to what Dummy's partner may do with his own cards. Grammatically he may be right, but the explanation, forming part of the exception, that Dummy is still to be liable for the penalty of leading out of turn, implies the contrary. Considering however, that this point is of no practical importance, Mr. F. H. Lewis will excuse me for not discussing it at greater length.

"Temple's" reasons would be very good if the question were: Whether there ought or ought not to be a penalty for omitting to play? as it is they do not apply. There is a penalty at Whist for that act—the laws of Dummy are declared to be the same as at Whist, with certain exceptions, of which the case of omitting to play is not one. It is for him to prove that it is one, and not merely that it ought to be one.

As a matter of comment, is it not curious that Dummy should be said to be "blind and deaf?" whereas, if he is to be credited at all with a corporeal existence, instead of being regarded as a mere "alter ego" of his partner, we should give him credit for the supernatural power of knowing all his partner's cards and thoughts, rather than deprive him of the power of seeing and hearing; in other words, he does not need to see or hear, because he already knows, and consequently gains no advantage by irregularities of his partner, which at Whist might give an ordinary human partner useful information.

A Looker-On.

To the Editor of The Westminster Papers.

Sir,—If, as an equity lawyer, I might venture to express an opinion on the disputed point at Dummy, now discussed in your columns, I should say that your correspondents, "M. or N.," and "Temple," have the best of the argument. They recognise that when the code is too summary, or indistinct, that the spirit of the law should prevail, not the dry letter, as your correspondents, "Mr. F. H. Lewis," and "Looker On" would have it.

I do not see that I can put better (than has already been put) the argument, grounded on the implication from there being no penalty for the revoke at Dummy, and the reason given for it by the Rules. *Omne majus continet in se minus* rules the case. The adversaries are bound to protect themselves from the grossest act known at Whist, namely, the revoke, because they see the cards "a fortiori," by every inference and implication they are bound to see that Dummy plays a card to each trick, because they see the cards. It often happens that Dummy has but one card of the suit led, the adversaries win the trick, and Dummy's partner, without touching Dummy's hand, leaves the adversaries to gather the trick, because it is self evident they are bound to gather up that card with the trick. Yet, if they purposely left it behind, and Dummy's partner did not notice it, then, according to your sticklers for the letter, the offenders, as I should call them, might call for a new deal.

Rule 69 of the Whist Code is a peculiar one, it seems to be founded on this consideration, that there has been an act of "laches" on the part of the non-player, on the part of his partner, and on the part of the adversaries. I say on their part, because, as a Whist player, I feel I should be bound in honour and according

to etiquette, to call attention to the lapse if I observed it in time, and the remedy provided by the rule, expressly barring the revoke penalty, implies there are faults on all sides. But as accidents will happen, the rules are obliged to provide some remedy, and as the subsequent play of the hand is affected by this act of "laches" and as the fault is greater on the part of the original culprit than on the part of his inspectors, they mildly enact that if the latter like to run the risk of a new deal they may claim it. But at Dummy, I submit that the adversaries are equal culprits with the offender; practically more so, as there are two of them, and as their wits and attention are, I should say, less strained and preoccupied than those of Dummy's partner. They see the cards, and we know that entitles them to interfere with Dummy's play; I say it binds them to interfere if they wish to protect themselves. Therefore, I submit that the reason for Rule 69 at Whist does not exist at Dummy, and I have little doubt that had the possibility of this point being raised been suggested to the code makers they would have as explicitly expressed themselves, and to the same effect as they did concerning the revoke. They possibly thought, if they thought at all about it, that the wording of Rule 3 at Dummy was wide enough for exempting Dummy's partner from the operation of Rule 69.

I am afraid I have added little or nothing to the excellent arguments already published by you in favour of your decision, but as a great admirer of Dummy I wished to raise my voice against that strict attention to the letter, which, when reason is against it, is seldom good law or common sense, and which if it were to prevail here would lead to ill feeling and bickerings infinite. Yours, TRUMPS.

ANSWERS TO CORRESPONDENTS.

CHESS.

WALLASEY, Liverpool.—The solution you give is the author's idea. We shall re-examine the question, and report upon it next month.

J. A. M., Fakenham.—We corrected the diagram in our second edition. In the problem you have favoured us with, will not the capture of the Black Queen at White's third move serve instead of the sacrifice of the White Queen?

S. H. T., Kennington.—Held over for want of space. Don't you think E. F. has put the matter in a nut-shell.

W. C., Cheltenham.—"Good is good" was received in good time, but the acknowledgment was blundered. See the correction this month. Thanks for your problems, and send us the game by all means. Do you ever visit town now?

T. H., Caversham Road.—Glad to hear from you. The problem shall be reported upon next month. We are inclined to think that there is a shorter route than you designed to the mate.

R. S. M., Glasgow.—We shall address you privately on the subject of your letter, in the course of a few days.

W. C. C., Ditton.—There appears to be a second solution to the last problem, *e.g.*—

1 Kt (from K 4) to Q 6 ch	1 R takes Kt
2 Q takes R	2 P takes B or aught
3 Kt to Q R 7 ch	3 Q takes Kt
4 Q mates	

B. M. N., Boston.—A copy shall be sent to the Boston address as well as to Danebury. Apart from your column, we always look forward to the receipt of the *News* for a pleasant hour's reading.

W. S. P., Rittenden.—We have acknowledged the favour by post.

J. K.—There is something wrong. As the position appears in the diagram there is no mate in three, in the old way at all events.

R. S., Arundel Club.—When he writes of contributors of problems below his "usual standard," he does not, we should think, refer to the stature of the composers. He probably means to refer to the depth of their compositions.

R. L. WILLING, Newport, R.I.—The postage is 1s per lb., In many cases about one-fourth the price of the book.

WHIST.

J. P., Boston, U.S. (*Leads*).—At Whist, with no indications whatever (we will say the first lead), I am forced to lead from a suit containing the Queen and two small cards, according to J. C, which is the correct card to lead?—*Ans.* We cannot imagine a hand where it would be correct play to open such a suit. J. C. would rise from his grave if it were suggested to him that any of his pupils would do anything of the sort.

BRIGHTON (*Leads*).—A, first hand, holds Ace, King, Knave, ten and five of trumps; he has no other good cards, and no long suit. He leads the five of trumps. Was A's play good, bad, indifferent, pardonable, or in what other terms should it be described?—*Ans.* We should say this was Whist gone mad. The player can get two rounds with Ace, King, and if Q does not fall, he has second and third best trump left. He can get out the Q and be left with best, and he will get a discard from his partner to show him what not to lead. What he is to gain by leading the small trump we do not see. Partner may have Queen, but in that position the leader gains nothing; they are four by honours, and must make five tricks in trumps. If third player has the nine, he may win with it. It is an even chance as between second and fourth player, who has the Queen. The advantage is so small, and the disadvantage so great, that we do not think the matter will bear discussion.

IBID (*Looking at last trick*).—A player laid down a rule as from Cavendish, that you cannot ask to see the last trick at the time that it is your turn to play to the succeeding trick, but must wait till after you have played; is there any such rule?—*Ans.* "Uneasy lies the head that wears a crown." Poor Cavendish, how he must suffer. What strange doctrines he has propounded. We never yet heard any very outrageous proposition made at Whist which was not supposed to be vouched by Cavendish. We once remember a player having Ace, King, Queen and two others in a plain suit. He led the two, and said we told him to do so! If Cavendish has said anything in private to the effect stated, as Artemus Ward says, "that was a goak." But a public man should be judged by his writings, and if any one alleges Cavendish said this or that he should point to the passage, and not give his opponents the trouble to prove a negative. We are sufficiently well acquainted with Cavendish's writings to know that he never said anything of the sort, and therefore we do not take the trouble to look. The gentleman who stated that Cavendish has said so can bring us to confusion by producing the article. Any player has a right to see the last trick at any time, both before and after he has played, until the present trick is turned and quitted.

The Westminster Papers.

1ST APRIL 1875.

THE CHESS WORLD.

"The whisperings of our petty burgh."

THE third annual contest between representative Chess players of Oxford and Cambridge Universities, was played on Friday, the 19th ult., at the Guildhall Tavern, in Gresham Street. As was the case in the two preceding matches, this one was conducted under the auspices of the members of the City Chess Club, to whose public spirit and good management indeed much of the success attending it must be ascribed. Each University was represented by seven players, who were paired by their respective captains, according to their reputed skill; each pair to play two games, with a time limit of one hour to each player for twenty moves, and all games unfinished at half-past ten o'clock to be decided by Herr Steinitz, who was appointed umpire for the occasion. Notwithstanding the regulation as to the number of games to be contested, some eager spirits engaged in more than the conditions of the match required, and seventeen games were played in all. Of these Cambridge won 10, Oxford 5, and two were drawn, the victory for the second time thus falling to the former. The following list shows the pairing of the players and their respective scores :—

OXFORD		Won	Drawn	CAMBRIDGE		Won	Drawn
Hon. H. C. PLUNKETT	(University)	0	0	J. N. KEYNES	(Pembroke)	2	0
S. R. MEREDITH	(Brasenoze)	2	0	W. W. BALL	(Trinity)	1	0
A. TRACEY	(Lincoln)	0	1	T. H. D. MAY	,,	2	1
W. GRUNDY	(Worcester)	0	1	H. G. WILLIS	(Clare)	1	1
C. L. BROOKE	(Trinity)	1	0	E. ARBLASTON	,,	1	0
V. A. L. D. PARNELL	(Ch. Ch.)	1	0	J. JACOBS	(St. Johns)	1	0
F. M. Wright	(Queens)	1	0	R. FISHER	(Trinity)	2	0

It would be somewhat exacting to look for a very high quality of play in these matches. The gentlemen engaged in them are too young to have acquired much practical experience, and we may safely assume are too deeply absorbed in more important studies to devote any considerable part of their time to the theory of Chess. It is therefore not altogether an uncommon occurrence that a game is won rather through the inadvertency of the loser than from any superior knowledge or powers of combination evinced by the winner. Mistakes of that sort are, of course, in a great measure owing to insufficient practice, and it is due to the University players to say that, considered apart from such shortcomings, their games are full of promise of future excellence.

Perhaps the most curious circumstance connected with these University Chess matches is the attention they receive from persons wholly ignorant of the game. Chess, which, notwithstanding its remarkable development in recent years, is still "caviare to the general," must, to the uninformed spectator of a game, be as tedious as its technicalities are incomprehensible; yet many are attracted to these matches who, from their remarks and questions, it may be inferred are ignorant of even the names of the pieces. As such crowds have never been known to congregate on similar occasions when the standard of play was considerably higher, the excitement cannot be attributed to the attractions of Chess, but it is probably due to a genuine interest felt by all classes of the people in everything concerning the two Universities. In the spacious rooms of the Guildhall Tavern overcrowding is scarcely possible; nevertheless, the blindfold play of Herr Zukertort, and the "simultaneous games" of Mr. Blackburne, materially contributed to the general comfort, presenting rival attractions to the eager sight-seers. Herr Zukertort played his six games simultaneously, without sight of the board, with the utmost ease, winning 5, and losing 1 only, and Mr. Blackburne played twenty games, seeing the boards, winning 19, and also losing 1.

Upon the termination of the University match the combatants, together with a large assemblage of metropolitan Chess players, sat down to an excellent supper, provided by the hospitable City Club. The toasts of the evening were responded to by Mr. Keynes on behalf of Cambridge, and by the Honourable Mr. Plunkett for Oxford, and several other toasts having received due honours from an enthusiastic meeting, the third Inter-University Chess Match was brought to a happy conclusion.

The Handicap Tourney of the City Chess Club terminated in the early part of the month, and is chiefly remarkable for the precocious ability displayed by the winner of the first prize, Mr. Maas, who is said to be only eighteen years old. Mr. Maas received the comparatively small odds of Pawn and two moves from the first class, and his well-fought battle with Mr. Potter at these odds, proves him to be possessed of very-high qualities as a Chess player.

The *Glasgow Herald* announces that the annual Tourney of the Edinburgh Chess Club resulted in the victory of Mr. C. Meikle, with a score of seventeen out of a possible one of eighteen. Next in order were the Rev. G. McArthur, Mr. Gloag and Mr. Macfie.

The *News of the Week*, a popular Glasgow journal, contains a carefully edited and enterprising Chess column. The Editor has announced a Problem Tourney in which he offers a volume of the WESTMINSTER PAPERS to the contributor of the best set of three problems, none to exceed four moves, published in his paper from the 6th March last to the 29th May next; and to the solver who discovers the greatest number of unsound problems that may appear in his column during the same period the writer offers a volume of the *City of London Chess Magazine*. We are glad to observe that the principle of giving rewards for the analysis of problems is obtaining general recognition. Without analysis the solution conveys to the mind of the solver a very imperfect conception of the composer's work, and to form an opinion of a problem upon that alone. would be something like pronouncing judgment upon a comedy from a sketch of the plot. The *News of the Week* is published every Saturday, and the Chess column has, we trust, a long and prosperous career before it.

Messrs. Pierce's Book of Problems, by the l est English composers, is making good progress, and, it is hoped, will be ready for publication about the end of the year. The editors propose to add to their original design a supplementary chapter, containing one unpublished Problem from each of the contributors, and the proposition, we are glad to hear, has been cordially received. Many of the contributors must necessarily include in their quota of twelve some of their earliest efforts, and the interest of the book will therefore be grea ly enhanced by the addition of a new Problem from the facility it will afford for marking the progress of each composer in his art. We cannot help thinking that it would add greatly to the future value of this book if all the contributors could be induced to append to each diagram a note of the year in which it was first published. There is a "fashion" in problems as in other things, and the usefulness of such a note will be apparent to students of "collections," who must have often wished for such a guide in their efforts to trace the formation or changes of style in eminent composers. All the Problems should be sent to Mr. Pierce, Terrace Villa, Roehampton, S.W., on or before the 1st of June next.

La Stratégie, in accordance with the promise made last month, announces an international problem tourney for three prizes provided by M. Jean Preti, the proprietor of that journal. The 1st prize will be a self registering Chess board, the 2nd Seven volumes of the *La Stratégie* 1867 to 1874, and the 3rd A Traveller's Chess Board, with boxwood and ebony pieces. A committee of examination has been appointed, comprising M. E. Le Quesne, M. Nachmann, and M. Preti jun. and these gentlemen, we note with pleasure, have adopted the plan suggested in our February number of reporting during the progress of the tourney upon any defective problems their examination may discover. The problems are to be addressed, prepaid, to M. Jean Preti, 72 Rue Saint Sauveur, Paris, and must be sent before the 1st October next, after which date no further entries will be received. The following are the regulations and conditions of the tourney :—

1. Each competitor to contribute a set, consisting of four unpublished Problems, ordinary mates.

2. Each set to contain one Problem of two, three and four moves respectively; the fourth problem may be in two, three, or four moves, at the option of the composer, but no problem is to exceed four moves.

3. The Problems, inscribed with a motto, and accompanied by solutions, to be enclosed in a separate envelope.

4. A second envelope, endorsed with the same motto, and covering the author's name and address, to accompany the Problems. These envelopes will not be opened until after the prizes have been awarded.

5. All the Problems found to resist a preliminary examination will be published in *La Stratégie*, and the prizes will be awarded on the expiration of two months from the date when the last set has been published.

The other contents of this valuable periodical are as usual varied and clever, the complaint of an Ancient Amateur deserving special mention. Among the items of news, we observe that a number of amateurs, acting under the initiative of M. Rosenthal, have resolved to establish a new Chess association in Paris, and that a provisional committee has been appointed to carry out the project. The committee is composed of the Marquis d' Andigne, the Count de l' Eglise, Fery d'Esclands, Max Kann, the Prince de Villa Franca, with M. Le Quesne as honorary secretary. The object of the new association is announced to be the promotion of national and international Chess Tourneys, and the social communion of the aristocracy and wealth of Paris, in a place from whence the practice of staking large sums on games of chance or hazard will be banished. The editorial reflections that follow are of the most amiable character, but we fear the passion of the present age for gambling is not to be effaced by the simple expedient of establishing a new Chess Club, although it is undeniable that, as in the present case, much might be effected in that direction by the influence of example in high places.

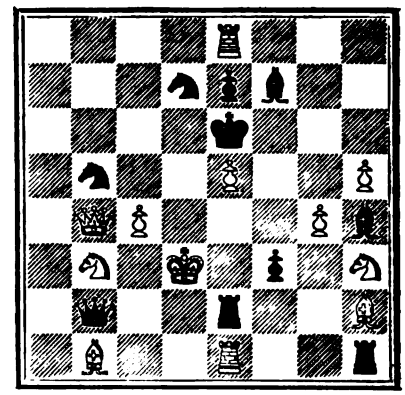
The *Deutsche Schachzeitung* for March, has, this month, another article—this time an editorial—upon Problem composition. There is also a suggestive article upon the King's Knight's Gambit, and the usual summary of news—the latter including an account of the blindfold Tourney at Prague. A new Chess Club has been formed at Lünebourg, of which Herr V. Schutz is the first president.

The *Nordisk Skaktidende* opens this month, and, indeed, well nigh concludes, with a very elaborate criticism upon the set of problems, which, under the motto "Look after the Cáby," obtained the first prize in

the late British Chess Association Tourney. The article seems rather in the nature of a defence, but is not the less interesting on that account.

The problem in the margin was composed *in memoriam* of the late Mr. Malmqvist, and appears in the number under notice, with a sympathetic letter from the ingenious author, Mr. C. A. Gilberg, of Brooklyn. It will be observed that in this problem the pieces are so disposed as to represent the letter M, surmounted by a cross.

BLACK.



WHITE.

Either to move and mate or force sui-mate in two moves.

After contradictions from various sources the report that a new high class Chess periodical is about to be established in America turns out to be well founded, and the first number is announced, in the *Hartford Times*, to appear in the course of the current month. The *American Chess Magazine* will consist of 24 pages of games, problems, analysis, stories, &c., and will be produced under the joint supervision of Messrs. B. M. Neill, J. E. Orchard, T. P. Bull, and E. A. Kunkel, at a subscription price of two dollars per annum.

The *Hartford Times* has been more than usually successful these last few weeks in the production of remarkable problems. The principal "sensation" in this connection is the one representing a tomb-stone, inscribed with the editor's epitaph, a piece of sepulchral humour to which Mr. Belden imparted the touch of natural warmth it seemed to lack by publishing it as his VALENTINE!! From that point the joke is irresistible.

In the *Brooklyn Review*, Mr. Barrett, of the Brooklyn Chess Club, has commenced a weekly article, consisting of games, problems, news, &c. The *Review* is a welcome addition to our list of American Exchanges.

A second Handicap Tourney has been organised at the Cafe International, the competitors to play three games with each other. According to the *Brooklyn Review*, Captain Mackenzie, Dr. Barnett, and Messrs. Alberoni, Crosbie, Sindehn, Mason and Smith have entered the lists. From the same authority we learn that a match between Captain Mackenzie and Mr. Delmar resulted in the victory of the former.

In the Tourney of the Philadelphia Chess Club, considerable progress has been made, Mr. H. Fisher, of the third class, showing the highest score. Through the exceeding liberality of the president, Mr. Joseph M. Bennet, 26 prizes have been provided—one for almost every combatant.

In Miron's column (*New York Clipper*) we see announced that a new operetta entitled "A Game of Chess" is about to be produced on the stage of the theatre at Providence, Rhode Island. The *dramatis personæ* will consist of Kings, Queens, Bishops, Knights, &c., and the chorus will represent the Pawns. We can hardly conceive how the slightest dramatic interest can be evolved from such a theme. Middleton's comedy called "A Game of Chess," although it was played for nine days at the Globe (Shakspeare's) theatre in 1610, and caused the imprisonment of the author, is only now known from the references made to it by Twiss, who describes it as void of plot, and, we should judge from the specimen of the dialogue he gives, obscure of purpose. The author's petition to King James the First for release from prison was more successful than his comedy. Here it is—

> "A harmless game, coin'd only for delight,
> Was play'd 'twixt Black House and the White,
> The White House won; yet still the Black doth brag,
> They had the power to put me in the bag.
> Use but your Royal hand, 'twill set me free,
> 'Tis but removing of a man—that's me."

The *Dubuque Journal* for March contains no fewer than 51 pages, besides supplements, containing extracts from the problems of Messrs. Brown, Carpenter and Hanshew. Mr. Carpenter's selection of problems will shortly be issued in a complete form.

The *Maryland Chess Review* is a bright and lively magazine, and should be as well supported in England as it is in America. The problems and games are selected with excellent judgment, and the literary contents are invariably entertaining and happy in style. The March number opens with *Catching a Tartar*, an amusing sketch, which we believe originally appeared in the *Huddersfield College Magazine*. This clever little story appears to have quite taken the fancy of our cousins, for we find it reproduced in some of their best Chess columns. The Story, "Was I to Blame?" in the *Dubuque Journal*, bears a strong and—as from the date of its publication there can be no suggestion of copying—a curious family likeness to "Catching a Tartar," except in the illustrative game, which in the former lacks *vraisemblance*. Both deal with a conceited Chess player, opposed to one who, although not quite unconscious of power, makes no vainglorious display of it.

Mr. Hanshew, the editor of the *Maryland Review*, is engaged upon a translation of the last edition of the German *Handbuch* into English, and proposes to issue the work at a subscription of about fourteen shillings—less in fact, than the price at which the original can be obtained in England. We have no doubt that Mr. Hanshew's enterprise will be rewarded with the complete success it deserves.

The Watertown Re-Union is rather hard upon an unprofitable variation of the Hampe Opening. suggested by Mr. Taylor, of Norwich. We should be surprised to hear that that gentleman regarded the affair as an "invention" at all, or that he is in any way responsible for its being dubbed the "Taylor Gambit."

The *Detroit Evening News*, edited by Mr. T. P. Bull, gives good games and notes, but the Problems labour under the disadvantages incident to the absence of diagrams. Mr. Bull announces that a new Chess column has been started in the *Abend Post*.

From the *Toronto Globe* we learn that Canadian Chess is in a flourishing condition. Our contemporary will, we trust, excuse our delay in responding to the inquiries addressed to us. The variations referred to will be dealt with by Herr Zukertort, in an article covering the whole subject. Mr. Moore, who conducted the successful Chess column in the *Western Advertiser*, has left London, Ontario, and is now a resident of Toronto, and the Chess articles in that paper have been in consequence discontinued. Mr. Moore proved himself an excellent and impartial editor and writer, and his influence has been specially beneficial to Problem composition in Canada.

The attention of our Australian friends was, at the date of our latest exchanges, concentrated upon a match for a stake of £40 between Mr. Goldsmith, the winner, for two successive years, of the Melbourne Cup, and Mr. Fisher, the champion of the Sydney Chess Club. The match was commenced on the 25th January last, with a time limit of one hour for fifteen moves to each side; two games had been played, both of which were scored by Mr. Goldsmith. In our next number we shall publish a selection of the games in this important match, the first ever contested in our Australian colonies for such large stakes.

The *Australian Journal*, a Melbourne monthly publication, devotes a corner to Chess problems. These are, for the most part, extracted from European Chess journals, and no doubt are found to increase the attractions of a very excellent miscellany.

The *Town and Country* of Melbourne is publishing, seriatim, the problems of the late J. Brown (J. B.) of Bridport. There can be no objection urged against this proceeding if it does not interfere with the sale of a book, which was published for the special benefit of the author's widow. We suppose, indeed, that it has not any such effect, for even in England a copy of the book cannot be obtained without difficulty. The editor of the *Town and Country*. is also publishing a series of articles on the odds, Pawn and move, and Pawn and two moves.

The Chess column of the *Adelaide Observer* now appears in a handy supplement to that paper published in octavo form. The principal Chess event recorded is the match Married v. Single, which was played on the 12th December last. The Benedicts, although heavily handicapped, succeeding in scoring 3 to 2, a prolonged battle between Messrs. Charlick and Fullarton remaining unfinished.

Mr. E. J. Catlow, during a visit to Adelaide in December, played ten games against various players of that city, and his score shows seven won to two lost, and one drawn.

The *Town and Country Journal* of Sydney chronicles the death of Mr. McRae, a prominent member of the Chess Club in that city, and promises an extended notice of the deceased gentleman's Chess career in an early number.

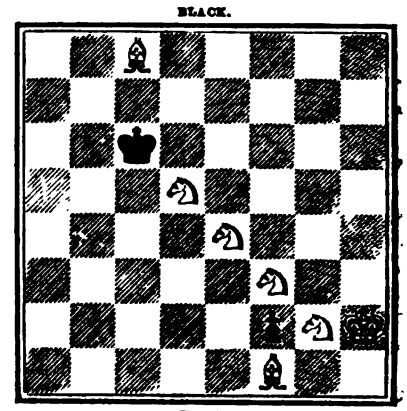
The *Englishman's Saturday Journal* of Calcutta has an interesting Chess corner, and is another example of the spreading influence of the "pensive" game.

PROBLEM CONSTRUCTION.

To the Editor of THE WESTMINSTER PAPERS.

DEAR SIR,—"The laws of Chess" (as E. F. justly observes) "fix the original starting point of the pieces," and the same laws—allow me to observe—also provide for the *possible* presence in any game of 9 Queens, Rooks, Knights, or Bishops. If, therefore, problem construction is to be referred solely to this time honoured code, what will be the result? I venture to give an illustration of what would be POSSIBLE in such a contingency. The accompanying position (however devoid of merit), is at any rate within the pale of the law (the *strict* law) of the game. I believe the much discussed position in the "Hoc Ardua" prize set could not have occurred in an actual game, even by the promotion of an aspiring Pawn. According, however, to "E. F.'s" theory, it ought in a Tourney—unfettered with conditions—to be considered inferior to the above. The latter is, at any rate, "constructed in accordance with the Laws of Chess."

Yours faithfully, H. J. C. ANDREWS.



BLACK.

WHITE.

White to play and mate in four moves.

REVIEW.—MR. WORMALD'S CHESS OPENINGS.*

CONCLUDED.

WE have now conducted the reader to the end of Mr. Wormald's treatise upon the Openings, and it only remains for us to sum up the results of our examination. Our opinion regarding the usefulness of the work has already been fully expressed, and, notwithstanding the omission of some recognised variations, we think our judgment will be confirmed by the general body of Chess players. It may be well to state, that in recording these omissions as we have, throughout this review, we had no intention of imputing blame to the author for the absence of matter which, we believe, it was no part of his plan to include within the scope of his work. As suggested in the preface, it was probably Mr. Wormald's desire to hit a happy mean between the elaboration of a scientific treatise and the condensation of a popular one. That design he has accomplished with undeniable judgment and success; but, writing for students of Chess, we considered it would be serviceable to them to point out variations which, if not of common occurrence, are, nevertheless, of much importance to every one desirous of mastering the theory of the game.

On a final review of the book it must be pronounced superior to every other work of the kind for English readers, and it will, we do not doubt, succeed to the place, in popular estimation, so long filled by the *Handbook* of the late Mr. Staunton.

Appended to the *Openings* is a selection of the author's problems, a branch of Chess in which Mr. Wormald is as much at home as he is in the other. A detailed notice of this part of the work is neither desirable nor necessary, for all or most of the 101 problems here given have already passed the ordeal of public criticism.

The selection displays, very prominently, all the peculiarities of the composer's style—a freedom of composition, and obvious absence of effort, that lends to each of his problems the character of a happy thought, conceived and uttered in the liveliest manner. Complexity is rarely found in Mr. Wormald's problems, and dulness never, but it must not, therefore, be inferred that there is no difficulty. The solver will find "no common snare, no common blow," suffice to conquer Nos. 64 and 70 among the three, and Nos. 89 and 90 among the four move problems, while for beauty and elegance of conception Nos. 1, 2, 12, 21, 24, 28, 32, 65 and 92 call for special commendation. It is downright pitiful that Nos. 11, 36 and 67 are inaccurate, but the collection, as a whole, is in every sense worthy of the author's repute, and will form an enduring basis for his future fame as a composer of problems. The following pair are good examples of Mr. Wormald's style.

THE CROSSED CHECK.

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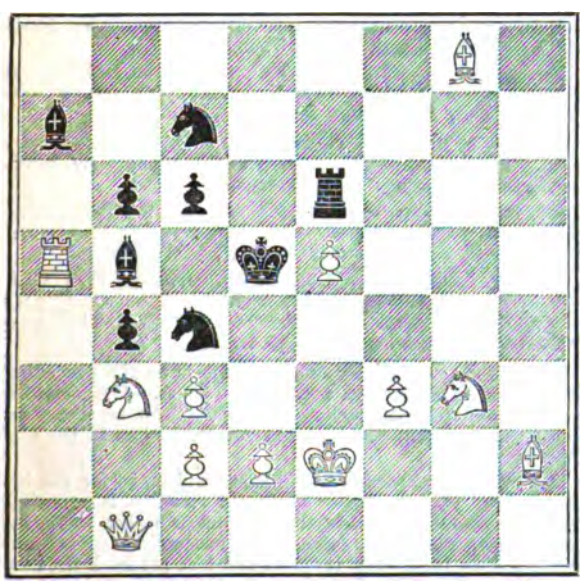

WHITE.

White to play and mate in five moves.

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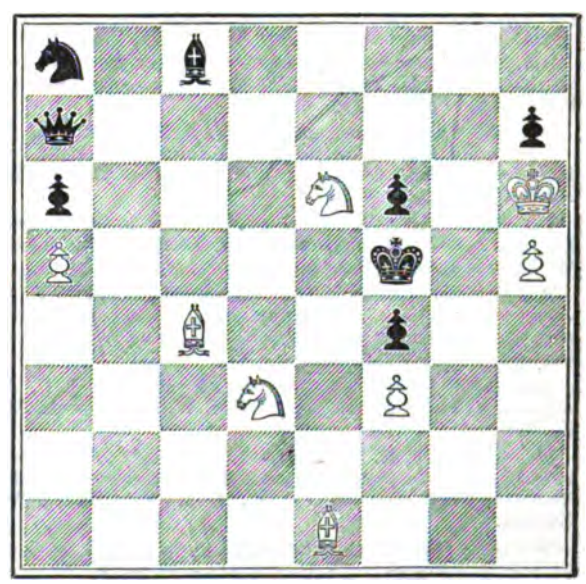

WHITE.

White to play and mate in four moves.

* "The Chess Openings," by R. B. Wormald. Second Edition. London: W. W. Morgan, 67 Barbican, E.C.

REVIEW—AUSGEWÄHLTE SCHACHAUFGABEN.*

BY J. KOHTZ AND C. KOCKELKORN.

WE propose to review this selection from the works of these two eminent composers at some length in our next number. In the meantime we extract from it (see p. 247) the set of problems contributed by Herr Kohtz to the late British Chess Association Tourney, because, so far as we can learn, it has never been submitted to the examination of English Chess players. These problems, under the motto adopted by the author, *Es is ja so schwer*, have excited much interest in London Chess circles, from the fact, only recently made known, that the set was disqualified on the baseless assumption of one of the positions contained in it being unsound.

The publication of this book enables us to satisfy the curiosity which, naturally enough, prevails among English problem composers regarding a set of problems which, for some reason, has been withheld from public criticism.

OUR PROBLEMS REVIEWED.

No. 583, "Good is good, &c."—Very elegant and pretty, but too obvious for tourney purposes, H. J. C. A.—The position is rather suggestive, but the play is so artistic as to deserve high praise, S. H. THOMAS.—This would have been very fair as a three mover, the first move has nothing to recommend it, it is a simple check, to which Black has but one reply that delays mate to the fourth move, W. NASH.—Good, but the commencing check is a flaw, both in this and the succeeding problem, W. COATES.

No. 584, "Good is good, &c."—Black has only two moves at starting, one of which leads to a fine and subtle variation, the other to a bad dual, H. J. C. A.—Undoubtedly the best of the tourney problems in this month's number, S. H. THOMAS.—Very fair, but not free from duals, W. NASH.—The best problem on the page, W. COATES.

REMARKS ON THE SET.—Undeniably beautiful, but much injured by the dual in 584, H. J. C. A.—Highly commendable from every point of view, S. H. THOMAS.—A poor set, owing to two of its positions beginning with a check, W. NASH.—A good set, notwithstanding the weakness of the three mover, W. COATES.

No. 585, "Errare humanum est."—Very poor, H. J. C. A.—Stupidly easy, S. H. THOMAS.—Poor, W. Nash.—The weakest in the number, W. COATES.

No. 586, "Errare humanum est."—Very obvious, H. J. C. A.—Just as bad as the foregoing, S. H. THOMAS.—Simple, W. NASH.—Not bad, considering the amount of checks, W. COATES.

No. 587, "Errare humanum est."—Feeble in the extreme, H. J. C. A.—Worse and worse, S. H. THOMAS.—Ridiculous, W. NASH.—Poor, W. COATES.

REMARKS ON THE SET.—The worst yet published, H. J. C. A.—Not worth its room, S. H. THOMAS.—Reminds one of a prize set in a celebrated tourney; not worth publishing, W. NASH.—Very poor, W. COATES.

No. 588, by J. W. ABBOTT.—Well constructed, H. J. C. A.—Neat, S. H. THOMAS.—Very feeble, W. NASH.—Fair, W. COATES.

No. 589, by F. H. BENNETT.—Duals in reply to five moves of Black, otherwise pretty, H. J. C. A.—Very apparent, S. H. THOMAS—Very good indeed, W. NASH.—Indifferent, W. COATES.

No. 590, by D. CLARKE.—Equally poor and obvious, H. J. C. A.—Suggestive, S. H. THOMAS.—Weak, W. NASH.—Pretty good, W. COATES.

No. 591, by C. A. GILBERG.—Good, H. J. C. A.—Simple, S. H. THOMAS.—Good, W. NASH.—Obvious, W. COATES.

No. 592, by J. MENZIES.—Very good, H. J. C. A.—Rather good, S. H. THOMAS.—Fair, W. NASH.—The second best two mover, W. COATES.

No. 593, by A. C. PEARSON.—A little gem, H. J. C. A.—A capital problem, and the best of the batch, S. H. THOMAS.—The best of the two movers, W. NASH and W. COATES.

No. 594, by J. SCOTT.—Weak, H. J. C. A. S. H. THOMAS is wrong, K to Q 4 will not solve it. ED. W. P.—Very poor, W. NASH.—Weak, W. COATES.

No. 595, by I. O. H. TAYLOR.—Being the ghost of the two mover in "Ludimus effigiem belli;" this may be called the effigy of an effigy, H. J. C. A.—Poor, S. H. THOMAS.—The idea has appeared half-a-dozen times before, with a very slight difference of position, W. NASH.—Simple, W. COATES.

No. 596, by J. W., Bogan.—The Black Rock at Q sq should have been a White one, an unfortunate mistake, for which we owe the composer of this beautiful problem our humble apology.

No. 597, by D. CLARK.—"Pretty, but obvious," H. J. C. A.—"An exceedingly neat and interesting position," W. Nash.—"Very pretty, indeed," S. H. Thomas.

No. 598, by C. GILBERG.—Messrs. Andrews and Thomas send the author's solution.—W. Nash forwards a second solution, by 1 Kt to B 6 dis ch, 2 R to R 8.

No. 599, by the late V. N. PORTILLA.—"A neat little problem," H. J. C. A.—"Very pretty and ingenious," W. Nash.—"Rather interesting," S. H. Thomas.

No. 600, by L. A. A.—"A brilliant and interesting study," H. J. C. A.—"The finest problem I have ever seen by a Lady," W. Nash.—"A beautiful combination," S. H. Thomas.

No. 601, ADELAIDE.—"Dull and uninteresting," H. J. C. A.—"Very pretty, but the dual is a blemish, 1 P to B 6, 2 K to Q 3, or R to K 5," W. Nash.—"Lacks freedom," S. H. Thomas.—"Pretty, and somewhat novel," W. Coates.

No. 602, ADELAIDE.—"An improvement on the preceding, but by no means a hard nut," H. J. C. A.—"A very fine problem, and free from duals," W. Nash.—"An excellent and interesting stratagem," S. H. Thomas.—"The best in the set," W. Coates.

No. 603, ADELAIDE.—"A brilliant problem, by far the best of this set," H. J. C. A.—"The main variation is especially fine, but in other respects the problem is rather weak, and afflicted with duals," W. Nash.—"A masterpiece. The mate in the leading variation is very fine, and I do not think the duals could be avoided," S. H. Thomas.—"A good problem, but there are only three plausible first moves," W. Coates.

REMARKS ON THE SET.—"Very fine on the whole, though

* Brunswick, Haering and Co.

601 is decidedly weak," H. J. C. A.—"More remarkable for prettiness than depth, with the exception of the main variations of 602 and 603, which are good in every respect," W. Nash.—"This set, taking all in all, is very cleverly constructed, and exhibits remarkable brillancy," S. H. Thomas.—"There have been better and worse sets than this," W. Coates.

No. 604, "FINIS CORONAT OPUS."—"A pleasing and difficult problem; rich in accurate variations," H. J. C. A.—"A fine and difficult problem, but badly afflicted with the dual complaint," W. Nash.—"Undoubtedly the best in the number, although the duals detract from its merit," S. H. Thomas.—"A very fine and difficult problem, some of the variations being of surpassing excellence," W. Coates.

No. 605, "FINIS CORONAT OPUS."—"Well constructed, as other moves very nearly lead to other solutions," H. J. C. A.—Another very deep and difficult study, suffering from the same defect," W. Nash.—"So faulty with duals that I almost imagined the author's solution a 'cook,'" S. H. Thomas.—"The variations are numerous and good," W. Coates.

No. 606, "FINIS CORONAT OPUS."—"The main idea is original, and the numerous variations evidently the result of deep study," H. J. C. A.—"Although not so good as its companions, this problem is of more than average merit, so far as depth is concerned, but is not free from duals," W. Nash.—"An extraordinary problem, the variations are exhaustive," S. H. Thomas.—"The variations are again numerous, and better than the preceding," W. Coates.

REMARKS ON THE SET.—"Its depth and variety fairly account for some unavoidable and unimportant duals," H. J. C. A.—"This set is remarkable for depth and difficulty, but not for beauty. The variations are very numerous, and nearly all good; duals are, however, more frequent than they ought to be," W. Nash.—"This set is evidently by a master, evincing, as it does, such great depth and power," S. H. Thomas.—"An excellent set of problems, being all on the Bayer model," W. Coates.

No. 607, "BICOLOR CAMPUS."—"Very pretty, but comparatively easy," H. J. C. A.—"A perfect gem," W. Nash.—"Falls into the shade, after the previous set," S. H. Thomas. "Beautiful, and not very easy, but lacking in depth," W. Coates.

No. 608, "BICOLOR CAMPUS."—This problem admits of two solutions, although most of our solvers seem not to have noticed it, sending a solution by 1 Q to Q B 3, which is not the author's. It commences by 1 B to K B 2, and is given by Mr. Thomas only.

No. 609, "BICOLOR CAMPUS."—"Beautiful, but unsound," H. J. C. A.—"Sound and clever," S. H. Thomas.—"The best in the set, the first move being especially beautiful. There is also a very bad dual," W. Coates.—"The remarks on this set are, of course, made in the belief that No. 608 was correct, and are therefore unapplicable.

No. 610, by J. W. ABBOTT.—"A perfect gem," H. J. C. A.—"Neat, but simple," W. Nash.—"A capital three-mover," S. H. Thomas.

No. 611, by J. H. BENNETT.—"Pretty," H. J. C. A.—Very poor, and full of duals," W. Nash.—"Poor," S. H. Thomas.

No. 612, by F. W. LORD.—"Ingenious," H. J. C. A.—"Very elegant and ingenious," W. Nash—"The sacrifice of the R is quite artistic," S. H. Thomas.

No. 613, by J. MENZIES.—"A clever idea, neatly expressed," H. J. C. A.—"Very pretty and pleasing," W. Nash.—"Pretty and pleasing," S. H. Thomas.

No. 614, by J. PIERCE AND W. T. PIERCE.—"Very neat," H. J. C. A.—"Novel and ingenious," W. Nash.—"Rather puzzling," S. J. Thomas.

No. 615, by G. ROBINSON.—"Very neat," H. J. C. A.—"Pretty, but simple," W. Nash.—"Nothing novel," S. H. Thomas.

No. 616, by G. SLATER.—"Fair," H. J. C. A.—"I like this exceedingly, the second move in the main variation being far from obvious," W. Nash.—"Passable," S. H. Thomas.

No. 617, by J. C. WEST.—"This problem admits of two solutions, as pointed out by H. J. C. A. The author, however, had sent us a correction of the position in time for our second edition, the W. Rook being transferred from K Kt sq to K B sq.

No. 618.—This problem, also, has two solutions, as shown by H. J. C. A. and W. Nash.

SOLUTIONS OF PROBLEMS.

No. 585.

WHITE.	BLACK.
1 R to K 7 ch	1 K takes B
2 P to Q B 4 ch	2 K moves
3 P or B takes P mates	
If 1 K to K B 4	
2 P to K Kt 4 ch	2 P takes P
3 P takes P mates	

No. 586.

1 R to Q 3 dis ch	1 Q takes B
2 R to B 5 ch	2 K takes P
3 Q to R 3 ch	3 K takes R
4 Kt mates	
If 1 R interposes	
2 B takes R ch	2 K takes P
3 B to Q 2 ch	3 K to R 6
4 R takes B mates	

No. 587.

1 Q to B 4 ch	1 R interposes
2 Kt to B 2 ch	2 P takes Kt
3 Q to Q 2 ch	3 B interposes
4 B takes P mates	

No. 588.

1 Q to R 2	1 Aught
2 Mates accordingly	

No. 589.

WHITE.	BLACK.
1 B to R 7	1 Aught
2 Mates accordingly	

No. 590.

1 B to R 4	1 Aught
2 Mates accordingly	

No. 591.

1 Q to Kt 5	1 Aught
2 Mates accordingly	

No. 592.

1 Kt to B 6	1 Aught
2 Mates accordingly	

No. 593.

1 B to Q 8	1 Aught
2 Mates accordingly	

No. 594.

1 K takes P	1 Aught
2 Mates accordingly	

No. 595.

1 Q to Kt 7	1 K takes Kt or moves
2 Q mates accordingly.	

No. 596.

WHITE.	BLACK.
1 Q to Q R sq	1 Aught
2 Mates accordingly	

See Problems Reviewed.

No. 597.

1 Q to K 4	1 K takes R
2 B to Q 5 (ch)	2 K moves
3 Mates accordingly	

No. 598.

See problems reviewed.

No. 599.

1 Q to K B 2	1 B moves
2 P to Q 5 ch	2 K moves
3 Q mates	

No. 600.

1 B to Q B 4	1 Q to K B sq
2 Q to Q 6 ch	2 K to Kt 2
3 Q to K B 6 ch	3 K takes Q
4 Kt dis ch and mates	
If 1 R takes R	
2 Q to Q 6 ch	2 K to Kt 2
3 Q takes Q ch, &c.	
If 1 Kt to K 5	
2 Kt to Q 5 ch	2 K to K 4
3 K to K B 3, &c.	
If 1 R to K 3	
2 R takes R ch	2 K moves
3 Q to K 7, &c.	

No. 601.

WHITE.	BLACK.
1 K to K 3	1 P to B 6
2 K to Q 3 dis ch	2 K takes P
3 K to Q 4 dis ch and mate	
If 1 B to Q 5 ch	
2 K to B 3 dis ch	2 B to K 6
3 B to Q B 3 mate	

No. 602.

1 R takes P	1 B to K 2
2 R takes K B P	2 P takes R
3 Kt takes B mate	
If 1 B to Q 4	
2 Q to Kt 6 ch	2 K moves
3 Kt or P mates	
If 1 B takes R	
2 Q to Kt 6 ch	2 K moves
3 P to Kt 3 mates	

No. 603.

1 B to Q Kt sq	1 Q takes B
2 Q takes B	2 Kt to Q 2
3 Kt to K Kt 3 ch	3 Aught
4 Mates accordingly	
If 2 R takes Q	
3 R to Kt 5 ch	3 B takes R
4 Kt mates	
If 2 Q to K 5	
3 Q takes P ch	3 R to Kt 5
4 Q takes R mate	

No. 604.

WHITE.	BLACK.
1 B takes P	1 K takes B
2 Q to K sq	2 B to Q 5 ch
3 P takes B ch	3 Aught
4 Q mates	

If 2 B takes P, or K takes Kt

3 Q to Kt 3 ch	3 K moves
4 Q to B 7 mate	

If 1 K takes Kt

2 Kt to B 6 ch	2 Kt to Kt 4
3 Q takes Kt ch	3 Aught
4 Q or Kt mates	

If 1 P Queens

2 B to B 6 ch	2 K takes Kt
3 Q to Q 8 ch	3 Aught
4 Mates	

No. 605.

1 B to K sq	1 P to K 7
2 Q to Q 4	2 K Kt takes Q
3 B to K R 4 ch	3 Aught
4 Mates	

If 1 Q takes K B P

2 P takes Q	2 P to K B 5
3 B to R 4 ch	3 Aught
4 Mates accordingly	

If 1 R to Kt 5, or 7

2 Q to R 2	2 Kt takes Q
3 B to R 4 ch	3 Aught
4 Mates	

No. 606.

WHITE.	BLACK.
1 Q to Q B 5	1 R to Kt 5
2 Kt to B 2	2 P takes Kt
3 Kt to Q 5	3 Aught
4 Q mates	

If 1 Kt to B 6

2 Kt to Q 5	2 R takes B
3 P to Kt 4 ch	3 Aught
4 Mates according	

If 1 Kt to Q 3

2 B to B 7	2 Kt takes B
3 Q takes R ch	3 K to Kt 5
4 Kt makes	

No. 607.

1 Q to K Kt 3	1 K takes R
2 Kt to Q 6 ch	2 K to Q 4
3 Q to K Kt 8 ch	3 K takes Kt
4 Q mates	

If 1 B to Q Kt 3

2 R takes K P ch	2 K to Q B 5
3 Kt to Q 6 ch	3 K moves
4 Mates	

No. 608.

See Problems Reviewed.

No. 609.

1 R to K 3	1 P takes R
2 Q to Q 7 ch	2 K to K 5
3 Kt to Q B 3 ch	3 K to K B 6
4 Q to K R 3 mates	

If 1 P to K Kt 5

2 R to K 5 ch, &c.	

WHITE.	BLACK.

If 1 Kt to Q Kt sq

2 Q to Q B 6, &c.	

If, however, 1 K to Kt 5 H. J. C. A. points out two distinct lines of play thus:—

2 Q to Q 7 ch	2 K to R 4
3 R to R 3 ch	3 K to Kt 3
4 Q mates	

Or

2 Kt to B 3 ch	2 K to B 4
3 Q to B 6	3 Aught
4 Q mates	

No. 610.

1 Kt to Q B 6	1 Aught
2 Kt to K B 4	2 Aught
3 Mates accordingly	

No. 611.

1 Q to Q Kt sq	1 Q takes Q ch
2 R int dis ch	2 Kt int dis ch
3 Kt to B 4 dis ch and mates	

No. 612.

1 B to Kt 4	1 B takes P
2 R to Q 3	2 Aught
3 Mates accordingly	

If 1 B to R 5

2 B takes Kt, &c.	

No. 613.

1 Q to Q B 3	1 Q takes B
2 Q to Q 3	2 Q takes R
3 Q takes R 3 mate	

No. 614.

WHITE.	BLACK.
1 K to Kt 2	1 Kt takes K P
2 R takes Kt ch	2 K takes R
3 Q takes Kt mates	

If 1 Kt to Q 3

2 P takes Kt, &c.	

If 1 Kt to R sq or R 3

2 Q takes Kt, &c.	

No. 615.

1 B to R 6	1 K moves
2 P to Q 4	2 Aught
3 Mates accordingly	

No. 616.

1 P to Kt 5	1 Q takes P
2 R to K 3	2 Aught
3 Mates accordingly	

If 1 P to K 6

2 R to Q 3 ch	2 K moves
3 Q mates accordingly	

No. 617.

See Problems Reviewed.

No 618.

See Problems Reviewed.

NOTE.—In the Solution of No. 581 (March number), the last variation was given incorrectly. It should run as follows:—

If 1 P to Q B 4

2 R to K 7 ch	2 K moves
3 B to Q 7 ch	

and 4 Kt mates

GAMES.

GAME 304.

The three following are selected from the games of the Oxford and Cambridge Match.

The notes are by Mr. Potter and Herr Zukertort.

Vienna Opening.

CAMBRIDGE. White. Mr. FISHER.	OXFORD. Black. Mr. WRIGHT.
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 B to B 4
3 B to B 4	3 Kt to K B 3
4 P to Q 3	4 Castles
5 B to K Kt 5 (a)	5 P to K R 3
6 B to R 4	6 P to Q 3
7 Kt to Q 5 (b)	7 Q Kt to Q 2
8 Kt to B 3	8 P to B 3
9 Kt takes Kt ch	9 Kt takes Kt
10 P to B 3 (c)	10 P to Q 4
11 P takes P	11 P takes P
12 B to Kt 3 (d)	12 B to K Kt 5
13 P to K R 3	13 B to R 4
14 P to Q 4 (e)	14 P takes P
15 P takes P	15 B checks
16 K to B sq	16 R to K sq
17 Q to Q 3	17 B takes Kt
18 Q takes B	18 R to K 5
19 B takes Kt	19 Q takes B
20 Q takes Q	20 P takes Q
21 B takes P	21 R takes P
22 B takes Kt P	22 R to Kt sq
23 B to B 3	23 B to B 4
24 P to Q Kt 3	24 R to Q 7
25 B to K 2	25 R to K sq
26 R to K sq	26 R takes P
27 P to B 3	27 B to Kt 5
Resigns	

(a) Notwithstanding that White did not choose the usual continuation of 3 P to B 4, which is undoubtedly the strongest mode of proceeding, still, on account of Black's premature castling, the first player has a position of the Giuoco Piano which is very favourable for the second player, the latter being here a move ahead.

(b) This move is made too soon. He should have played Kt to K B 3, which would prevent his opponent from advancing the K Kt P two squares, as in the latter case the Kt would be sacrificed.

(c) White does not see the strength of his position. P to K R 3, threatening P to K Kt 4, and afterwards P to Kt 5, would have given Black a perfectly hopeless game, as he could not have withstood the powerful attack on the King's side.

(d) Should have evidently taken the Kt, either gaining a Pawn or breaking up the King's flank.

(e) This is really suicidal, for it opens the K file to the adverse Rook, while the King has not yet Castled. White should, instead, have moved P to Kt 4, which, followed up by P to Kt 5, would have yielded him an overwhelming superiority of position.

GAME 305.

Ruy Lopez.

CAMBRIDGE. White. Mr. ARBLASTON.	OXFORD. Black. Mr. BROOKE.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 Kt to B 3 (a)
4 Kt to B 3	4 B to Q 3 (b)
5 P to Q 3	5 P to Q R 3
6 B to B 4	6 P to R 3
7 P to Q 4 (c)	7 P takes P
8 Kt takes P	8 B to Kt 5
9 Q to Q 3 (d)	9 Kt to K 4
10 Q to K 2	10 P to Q Kt 4
11 B to Q 3	11 P to B 4
12 Kt to B 5	12 Castles (e)
13 Q to K 3	13 P to Q 4
14 P takes P	14 B takes Kt ch (f)
15 P takes B	15 Kt takes B ch
16 Q takes Kt	16 B takes Kt
17 Q takes B	17 Q takes P
18 Q takes Q	18 K R to K sq ch
19 B to K 3	19 Kt takes Q
20 Castles K side (g)	20 Kt takes B
21 P takes Kt	21 R takes P
22 P to Q R 4	22 P takes P
23 Q R takes P	23 R takes P
24 R to B 2	24 Q R to Q sq (h)
25 P to R 3	25 R to Q 3
26 K to R 2	26 K to B sq

And Black ultimately won.

(a) 3 P to Q R 3 is now the favourite continuation among strong players.

(b) An obviously bad move, blocking up the Q P, and cramping the entire position. He should certainly have played B to B 4.

(c) Against the principles of the game, it involves both loss of time, and likewise frees the adverse Bishop.

(d) Kt to B 5, followed up by Castling, would have given White a superior game, as the subsequent capture of the Pawn by Black could not take place without the latter sustaining some loss.

(e) Why not P to B 5, winning a piece?

(f) Should evidently have played Kt takes P, with a tremendous attack.

(g) K to Q 2 would have saved the Pawn, and, with correct play, would have given White a chance of effecting a draw.

(h) A good manœuvre, bringing the Rook into play.

GAME 306.

French Game.

OXFORD. White. Mr. TRACEY.	CAMBRIDGE. Black. Mr. T. H. D. MAY.
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P to K 5 (a)	3 P to Q B 4
4 P to Q B 3	4 Kt to Q B 3
5 B to Q Kt 5	5 P to Q R 3 (b)
6 B takes Kt ch	6 P takes B
7 Kt to B 3	7 Q to Kt 3
8 Castles	8 P takes P
9 P takes P	9 Kt to K 2
10 Kt to Q B 3	10 Kt to B 4
11 Kt to K 2	11 B to K 2
12 P to Q R 3	12 Castles
13 P to Q Kt 4 (c)	13 P to Q R 4
14 P takes P	14 B takes P
15 P to Q R 4	15 P to B 4
16 B to Q 2	16 R to R 3
17 P to R 5	17 Q to R 2
18 B to K 3 (d)	18 B takes P
19 R takes R	19 Q takes R
20 Q to B 2	20 Kt takes B
21 P takes Kt	21 P to B 5
22 Kt to Q 2	22 P to B 3 (e)
23 R to B 3 (f)	23 P takes P
24 R to R 3	24 P to K 5
25 R to R 5	25 Q to R 6 ch (g)
26 Kt to Kt sq	26 B to Q 2
27 Kt to B 3	27 R to Kt sq
28 Q to Q sq	28 B to Kt 5
29 Kt to K 2	29 B to R 4
30 Kt fm Ksq to B 3	30 Q takes Q
31 Kt takes Q	31 R to Kt 8 (h)
Resigns	

Time about one hour and a half.

(a) A well known, but bad continuation.

(b) Certainly weak, because it prevents the

Bishop, after the exchange, from operating at R 3. 5 Q to Kt 3 should have been played at this point.

(c) Of course the intended continuation of the preceding move, but it enables Black to break up that side.

(d) A blunder, giving up the R P, which, though weak, should have been defended as long as possible.

(e) Not altogether according to good judgment. This side should not have been disturbed, but he should have played B to Q 2 with the object of bringing his Rook into play, and making the most of his advantage upon the Queen's side.

(f) We really must protest against this most preposterous manœuvre, which, in a few moves, brings the Rook into a position that, as in the case of a fly in amber, makes one wonder how he got there, and still more, how he is to get out.

(g) Black could here have won the exchange by P to Kt 3, but, with great prescience, he refrains from doing so, being, no doubt, with ourselves, unable to perceive what damage he can sustain from this imprisoned Rook.

(h) With the slight exception mentioned in Note (e), Black has played this game all through in a sound and vigorous style.

GAME 307.

Evans Gambit.

Played, a short time ago, at Simpson's Divan.

White. Mr. H. E. Bird.	Black. Mr. Boden.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to B 3	5 B to R 4
6 Castles	6 P to Q 3 (a)
7 P to Q 4	7 P takes P
8 P takes P (b)	8 B to Kt 3 (c)
9 P to Q 5	9 Q Kt to K 2
10 B to Kt 2 (d)	10 Kt to K B 3 (e)
11 B to Q 3	11 Castles
12 Kt to Q 4 (f)	12 Kt to Kt 3
13 K to R sq	13 Kt to Kt 5
14 P to K R 3	14 Q to R 5
15 K to Kt sq	15 K Kt to K 4
16 Kt to K B 3	16 Kt takes Kt ch (g)
17 Q takes Kt	17 Kt to K 4
18 B takes Kt	18 P takes B
19 Kt to Q 3	19 B to Q 2 (h)
20 Q R to B sq	20 Q R to B sq
21 K to R 2	21 P to Q B 3
22 Kt to B 4	22 K B to B 4
23 P to Kt 4	23 P to B 3
24 Q R to K sq	24 P takes P
25 P takes P	25 P to K Kt 3
26 R to K 4	26 P to Q Kt 4
27 Kt to K 3	27 Q to Kt 4 (i)
28 R to K Kt sq	28 B to Q 3
29 Q to Kt 3	29 Q to R 3
30 P to K R 4	30 Q to Kt 3
31 P to R 5	31 R to B 6
32 Kt to Q sq	32 R to R 6 (k)
33 P takes P	33 P takes P
34 K to Kt 2	34 R takes P
35 R to R sq	35 P to B 4
36 P takes P	36 B takes P (l)
37 R to K 3 (m)	37 R to Q B sq (n)
38 B takes P	38 K R to B 7
39 B to Q 3	39 B takes B
40 R takes B	40 R to B 8
41 Q to R 3	41 P to K 5 (o)
42 R to Q Kt 3 (p)	42 P to K 6 (q)
43 R to Kt 7 (r)	43 B to K 2
44 P to Q 6	44 P takes P
45 R to Kt 8 ch	45 B to B sq
46 Q to Kt 3 ch	46 Q to B 2
47 R takes B ch (s)	47 K takes B
48 Q to Kt 8 ch	Resigns (t)

Noted by J. H. Zukertort.

(a) 6 Kt to B 3 is considered a stronger continuation.

(b) 8 Q to Kt 3 is preferred at this point by some strong players.

(c) 8 B to K Kt 5 may be tried without any disadvantage.

(d) The strongest continuation of the attack is 10 P to K 5. The move in the text was played by Labourdonnais.

(e) The best reply, by which Black obtains, in my opinion, the superior game.

(f) The development of the Q Kt was preferable. The move in the text enables Black to obtain a counter attack.

(g) Mr. Boden remarks that 16 Q to Kt 6 was the proper rejoinder.

(h) I would prefer here 19 Q to Kt 4, and if 20 Kt to B 4, then 20 P to K B 4, 21 Kt takes P, 21 P takes P, 22 Q takes P, 22 B to B 4, &c., with a very fine game.

(i) 27 Q to R 3, at once, would gain a move.

(k) 32 R takes B would lead to a simple exchange of pieces, *e.g.*—

	32 R takes B
33 Q takes R	33 P to B 4
34 P takes P	34 B takes P, &c.

(l) Mr. Boden commits here an error of judgment, an extremely rare instance in his play, to my knowledge. The capture with the Bishop is showy, whilst the course 36 P takes P, 37 Q takes Q ch, 37 K takes Q, 38 Q R to K R 4, 38 K to B 2, would provide Black with an easily won game.

(m) 37 Q R to K R 4 was very promising, *e.g.*—

37 Q R to K B 4	37 B takes B
38 Q takes B	38 P to Kt 5
39 Q to K R 3	

(n) Sacrificing a valuable Pawn for a very doubtful attack. The best course was, I think, 37 K B to B 4, and after 38 R to K 2, 38 B takes B, 39 Q takes B best, 39 R takes R, 40 Q takes R, Black maintains his advantage by 40 Q to B 3.

(o) Black has no better move, 41 Q to B 3 would be disastrous, on account of the reply 42 R to K B 3.

(p) Mr. Bird plays this end-game in his best style. The showy coup, 42 Q to K 6 ch, would be of very questionable merit, as the following variations may show:—

42 Q to K 6 ch	42 Q to B 2
43 R to R 8 ch, or A, B	43 K takes R
44 Q takes Q	44 P takes R
45 Q takes Kt P	

(45 Kt to K 3, 45 B to B 4, 46 P to Q 6, 46 B takes Kt, 47 Q takes R, 47 P to Q 7, and Black wins)

	45 R takes Kt
46 Q to R 5 ch	46 K to Kt 2
47 Q takes R	47 P to Q 7

And White will hardly effect more than a draw.

A.

43 Q takes P	43 R takes Kt
44 R to K B 3	44 R takes R
45 R takes Q	45 R to R 7 ch
46 K to B sq best	

(If 46 K to B 3, Black wins the Queen back or mates in three moves, by 46 R from Q R 7 takes P ch.)

	46 K takes R

(Black can draw immediately by 46 R to K R 8 ch.)

47 Q to K 6 ch	47 K to Kt 2
48 Q takes B	48 R from Q R 7 takes P ch

And White will have great difficulty to draw the game.

B.

43 Q takes B	43 R takes P ch
44 Kt takes R	44 R takes R
45 Kt takes R	45 P takes R
46 Kt to B 2	46 Q to B 4, or 46 P to Q 7

And it is very questionable whether White can win.

(q) Black offers a Pawn to weaken the adverse attack, 42 Q to B 3 would be met by 43 Q to R 7 ch, 43 K to B sq, 44 Q to R 6 ch, and 45 Q takes R.

(r) Q to K 6 ch now, or on the next move, would equally win, but the chosen course is pretty and quicker.

(s) A very remarkable position: the most palpable coup, 47 R to R 8 ch, would win the Queen, but lose the game, as after 47 K takes R, 48 Q takes Q, Black forces the game by 48 P to B 8 Queening dis ch.

(t) If 48 K to Kt 2, mate follows on the move; if 48 Q to K sq, 49 R to R 8 ch, 49 K to Kt 2, 50 R takes Q, 50 P to B 8, Queening dis ch, 51 K takes Q, 51 R takes Kt ch, 52 R to K sq.

GAME 308.

Two Knight's Defence.

Played the 17th December 1874, at Simpson's Divan.

White. Mr. H. E. Bird.	Black. Mr. Boden.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 Kt to B 3
4 Kt to Kt 5	4 P to Q 4
5 P takes P	5 Kt to Q R 4
6 B to Kt 5 ch	6 P to B 3
7 P takes P	7 P takes P
8 B to K 2	8 P to K R 3
9 Kt to K B 3	9 P to K 5
10 Kt to K 5	10 Q to B 2
11 Kt to Kt 4 (a)	11 Kt to R 3
12 P to Q Kt 3 (b)	12 B to Q 3
13 B to Kt 2	13 Castles
14 Kt to R 3	14 P to K B 4
15 Kt to K 3	15 B takes P
16 B to B 4 ch	16 Kt takes B
17 Q Kt takes Kt	17 P to B 5
18 Kt to Kt 4 (c)	18 P to B 6 (d)
19 P takes P	19 B takes Kt
20 P takes B	20 R takes P
21 B to K 5 (e)	21 B takes B
22 Kt takes B (f) Resigns	22 Q R to K B sq

(a) The usual move here is 11 P to Q 4, and if 11 B to Q 3, 12 P to K B 4.

(b) This is a very poor way of development, but is there now any better?

(c) White neglects the opportunity to improve his game by 18 B to K 5, 18 Q to K B 2, 19 Kt to Q 6, &c.

(d) The winning coup, whatever White replies; the co-operation of the adverse Rook must now be fatal.

(e) White has no saving move: if 21 K takes R, mate follows, of course, in a few moves by 21 Q to Kt 6 ch, &c., if 21 R to K B sq, 21 R takes R ch, 22 K takes R, 22 R to B sq ch, and 23 Q to Kt 6, if 21 Kt to K 5, 21 Q R to K B sq, &c.

(f) 22 K takes R was the best move, but even then Black obtains a winning game by 22 B takes R, and if 23 Q takes B, 23 Q to B 5 ch, &c.

Herr Berger's article on problems is unavoidably deferred. It will be given next month.

PROBLEMS.

PROBLEM No. 619.—By W. S. PAVITT.

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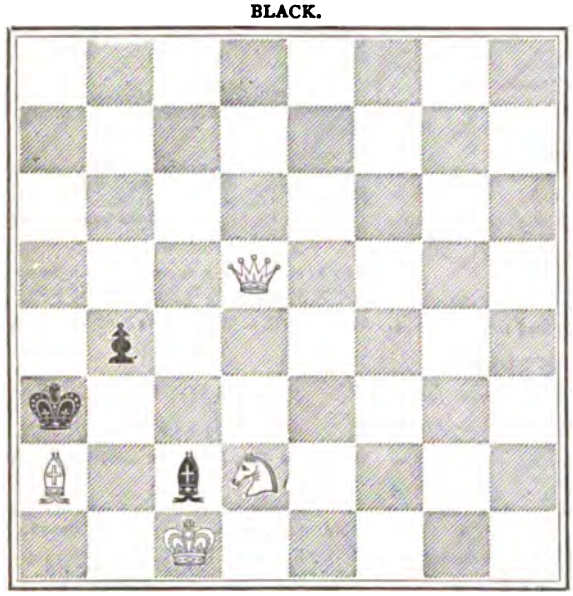

WHITE.

White to play and compel self-mate in three moves.

PROBLEM No. 620.—By C. W., of Sunbury.

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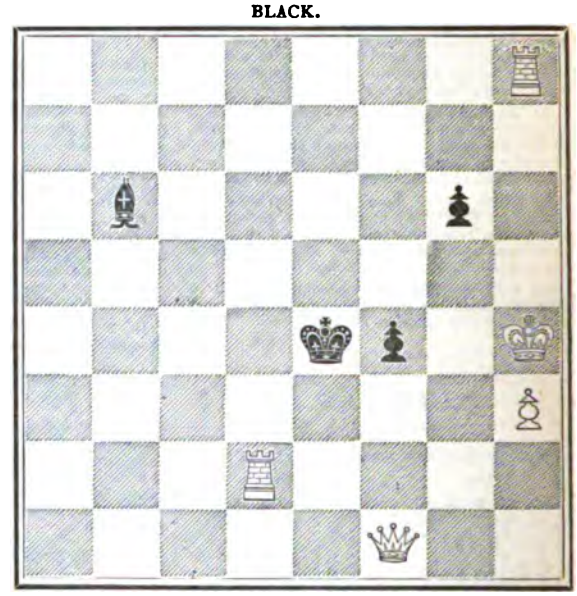

WHITE.

White to play and compel self-mate in three moves.

PROBLEM No. 621.—By E. A. SCHMIDT.

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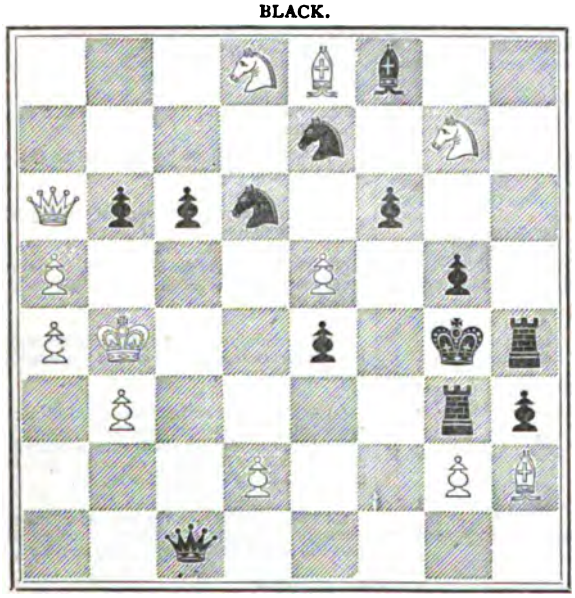

WHITE.

White to play and compel self-mate in five moves.

PROBLEM No. 622.—By S. H. THOMAS.

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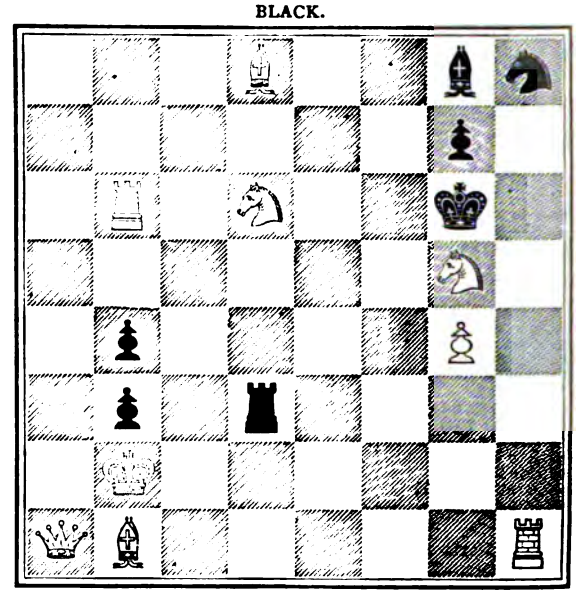

WHITE.

White to play and compel self-mate in five moves.

PROBLEMS.

THE following five problems comprise the set contributed by Herr J. Kohtz, of Brunswick, to the late Tourney in connection with the British Chess Association, under the motto "*Es is ja so schwer.*"

No. 623.

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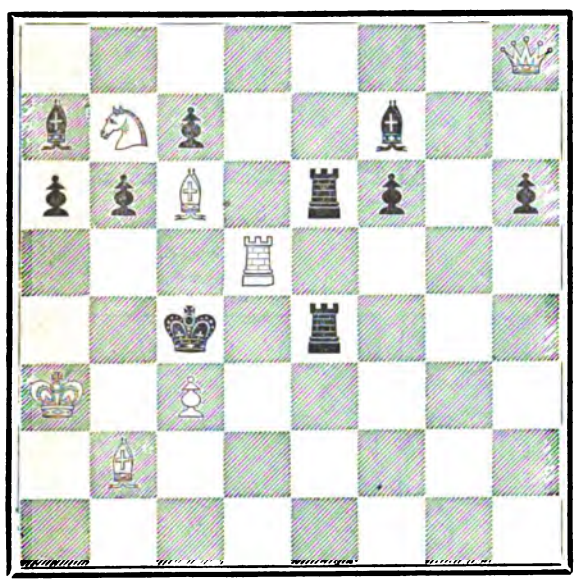

WHITE.

White to play and mate in four moves.

No. 624.

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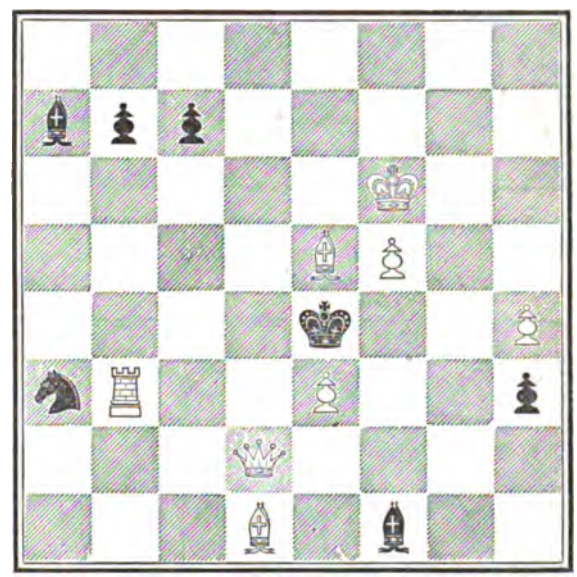


WHITE.

White to play and mate in four moves.

No. 625.

BLACK.

WHITE.

White to play and mate in two moves.

No. 626.

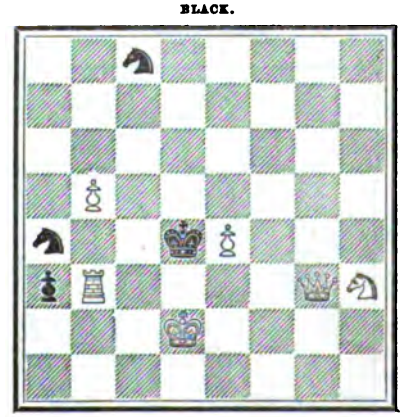
BLACK.

WHITE.

White to play and mate in three moves.

No. 627.

BLACK.



WHITE.

White to play and mate in three moves.

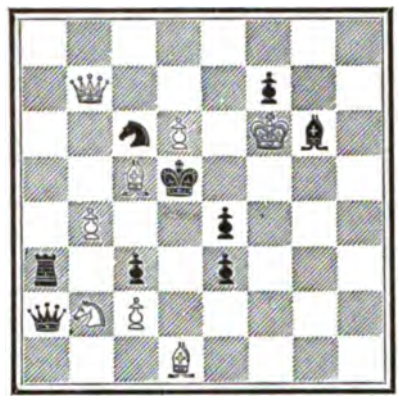
PROBLEMS.

THE WESTMINSTER CHESS CLUB PROBLEM TOURNEY.

No. 628.
"L'essere sta nell' avere."
BLACK.

WHITE.
White to play and mate in four moves.

No. 629.
"L'essere sta nell' avere."
BLACK.

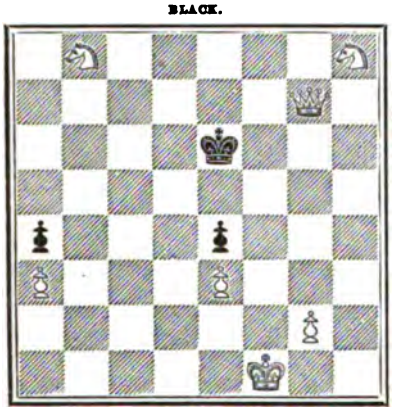


WHITE.
White to play and mate in three moves.

No. 630.
"L'essere sta nell' avere."
BLACK.

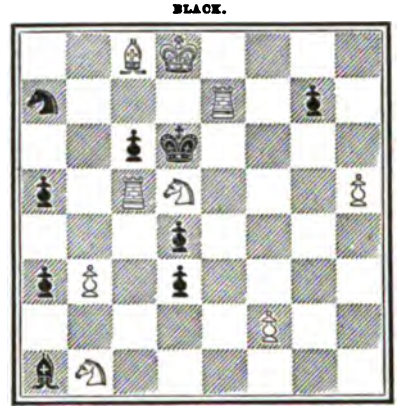
WHITE.
White to play and mate in three moves.

No. 631.
"Non quo, sed quomodo."
BLACK.



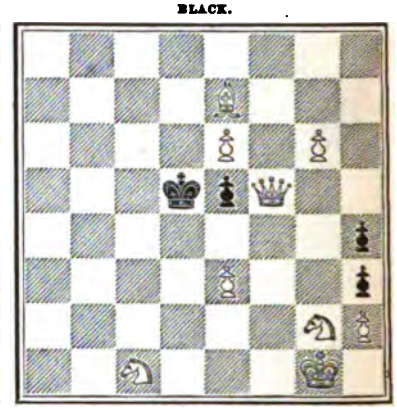
WHITE.
White to play and mate in four moves.

No. 632.
"Non quo, sed quomodo."
BLACK.



WHITE.
White to play and mate in four moves.

No. 633.
"Non quo, sed quomodo."
BLACK.



WHITE.
White to play and mate in four moves.

No. 634.
"Tempora Mutantur."
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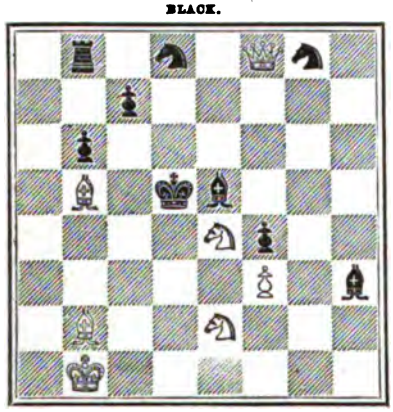
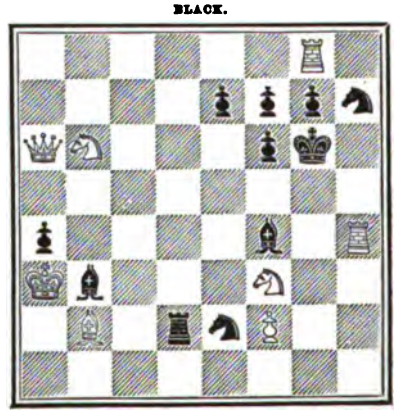


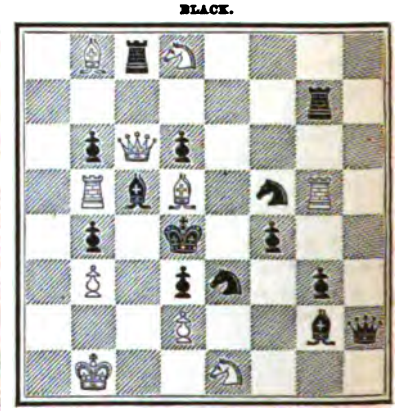
WHITE.
White to play and mate in three moves.

No. 635.
"Tempora Mutantur."
BLACK.



WHITE.
White to play and mate in three moves.

No. 636.
"Tempora Mutantur."
BLACK.

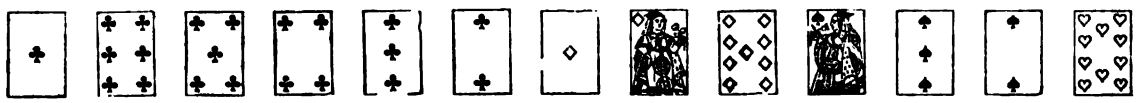


WHITE
White to play and mate in three moves.

No. 109.—DOUBLE DUMMY PROBLEM.

By Mr. F. H. Lewis.

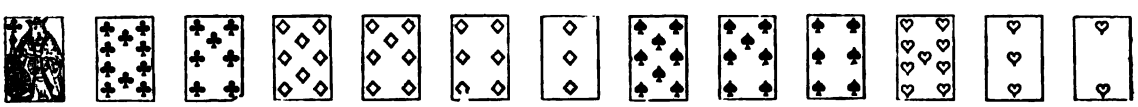
A's Hand.



X's Hand.

B's Hand.

Z's Hand.



Hearts trumps. A to lead. How many tricks can A and B make?

SOLUTION to DOUBLE DUMMY PROBLEM, No. 108.

By E. J.

1. A leads Diamond 4; X puts on the 7 and B the Knave; won by B.
2. B leads Diamond Ace; won by B.
3. B leads a Diamond, and A wins with the King; won by A.
4. A leads a Club; X trumps with Spade 3; won by X.
5. X leads Heart 2; A covers Z's Knave with the Ace; won by A.
6. A leads another Club; X throws Heart 3, and B wins with the Club King.
7. B leads the thirteenth Diamond; Z trumps with Spade Ace, and A discards Heart 6; won by Z.
8. Z leads Heart 9; X covers with the 10, and B trumps with Spade 5; won by B.
9. B leads Spade 6; A puts on the Knave, and X the Queen; won by X.
10. X leads Heart King; B discards Club 4, and A trumps with Spade 4; won by A.
11. A leads a Club; X trumps with Spade 8; won by X.
12. X leads Spade King; won by X.
13. X leads Heart Queen, and B trumps with the Spade 10; won by B.

Notes.

A and B, after playing the first four tricks as indicated in the solution here given, must, when next they respectively get the lead, play, the former a Club, the latter the long Diamond. A cannot refuse winning the Heart suit the first round, nor B ruffing it in the second. In this way they must ensure two by cards, but what their particular tricks may be, depends upon their adversaries' style of play.

Correct solutions from E. J., Hackney, H. D. R., Mopus, Brighton and Thatched House.—All others wrong.

WHIST JOTTINGS—BAD HABITS.

ALL men have one or more bad habits. In our experience considerably more. As a rule men possess sufficient sense to keep their faults to themselves. The difference between the man and the Whist player is, that the former studies to conceal his bad qualities, whereas, in the latter case, all the bad habits are on the surface. There is nothing like Whist for bringing out one's peccadilloes. A man may be quiet and amiable; place him in the card room, and he is excitable and noisy. One that is the soul of honour out of the card room commits, in the card room, offences of which he ought to be ashamed. The law says "Thou shalt not steal." Whist law says, thou shalt not, by word or gesture, give any intimation of the state of your hand. You shall not express approval or disapproval of what your partner plays. The man who would scorn to steal or cheat has no compunction in expressing, by his actions and features, approval or disapproval of his partner's play. The opportunity may not arise for his partner to change his tactics, in which event the player has taken a chance, contrary to the laws of the game, or his partner may get in and act on the hint that he has received. In the latter case, the cheating is accomplished, provided the change of tactics took place in consequence of the previous shrug of the shoulders; and the player who so changed his tactics, has, in our judgment, made himself party to the fraud. We suppose men do not consider there is anything morally wrong in what they have done, but if so, it must be from want of reflection. It cannot be that any player who makes signs, even unconsciously, could defend their acts. Nor can we see that they do not commit a moral wrong—a wrong distinctly forbidden by the laws and practice of Whist. There are few points about which men, who are careful of their honour, require more frequently to be on their guard, and we say this advisedly, from seeing men who, we believe, would scorn to do a mean or dirty trick, and, indeed, who, we believe, incapable of such an act do, at the Whist table, what, elsewhere, they would be ashamed to do. If a man can express by looks, or gestures, his likes or dislikes, and no one can doubt his ability to do so. Then, at the Whist table, he must, for his own reputation, keep a command over all his features. With some men it is doubtless hard to comply with these requirements, and with some we believe it is quite impossible. We do not now deal with this class, but with those who, from want of thought or inattention, say, by gestures or otherwise, what they ought not to say. Take half-a-dozen Whist players, and watch their countenances as they take up their hands, and five out of the six will speak as plainly as if they spoke with their tongues, "I have a good hand," "I have a game hand," "Mine is moderate," "I have not a trick in my hand." What does it matter? Why, the Whist player is influenced for good or ill by the face of his partner. If it be all joyous do you think that (unconsciously if you will) he does not feel the infection. Who would lead trumps to a gloomy partner in a doubtful case, and who would refrain from so doing when he heard the chuckle, or saw the smiles of his partner. It is not necessary in many cases to watch the face. The voice will tell. The tone speaks volumes. The trumps act as a bottle of champagne. The player who, a minute ago, was as dull as ditchwater, is suddenly talkative, and his talk shews elation of spirits—that must have been brought about by some cause. What is it? Not champagne, for he has not had any. It must be trumps, or else your partner has got a sudden thought; some playful fancy has entered his head; and he is far away from cards and card players, and woe is me! No one can tell all the ways that an individual may use to denote joy or misery; and it would be useless for us to attempt to point out even the most prevailing characteristic modes of speech. Each must examine himself, and find out what he does when excited or depressed, and he must bear in mind that our own faults, although easily ascertained, when searched for, are as a rule passed by as no faults at all. We can see a very small speck on the character of another, but we do not always see similar, and perhaps, larger blotches on our own escutcheon. We see how disagreeable such an one is; but we do not see how disagreeable we are. We doubt if the Whist player exists who knows how disagreeable he is. If we could only see ourselves as others see us, would any of us play Whist? It matters not in what position of life men are placed; try them sufficiently, and they will all exhibit some bad qualities. This ought not to be so, for if a man can command his feelings in business—and all men more or less must do so, or business could not be carried out at all—why should it not be so at the Whist table. If we have to meet on business, one that we dislike, we do not exhibit the dislike. We do our business, and there is an end of it;—the dislike only remains. So at Whist, if we meet a man we dislike, we should either meet him without exhibiting our likes or dislikes, and without expressing in our face or by our manner that we think the player an ass, an idiot, or a sharper. We can go away, or play at another table. In business, men seldom show that they are fools. At Whist nearly all men do, and we do not make allowances for this difference. At Whist we allow for nothing. We assume men to know what, on reflection, we know they do not know, and then get angry.

It is contrary to etiquette, and therefore, a bad habit and wrong, to draw your card before it is your turn to play. A leads; Z, fourth player, before the second and third have played, draws out a card and places it on the table. It turns out to be an Ace. In this case nine times out of ten the Ace is the only card of that suit in Z's hand. Can any one doubt that the fact of drawing the card is a gross impropriety? That

it conveys information to Z's partner, which information Z has no right to convey. Or, again, having, second hand, played a nine, which third hand cannot cover, the second player draws from his pack another card. Does not the second player say in as many words, "The 9 is mine," a statement the law prohibits, and does he not say, do not take my 9? It is better for me have the lead than you, I can do better with the lead than you? Or once more, a player leads out an 8, and it is his partner's turn to play. The leader then draws out another card. Does he not tell his partner in as many words, "the 8 is the best, don't trump?" or, at the end of a hand, 2 cards in; A leads a winning card, B, his partner, cannot follow suit, and he is in doubt which card to throw away. The leader puts down the other card, and the second player then knows which to discard. Can this be right? From these examples it should not be difficult to see that by the breach of etiquette, or Whist law, if you please, a wrong is done ultra the laws of the game. A wrong whereby an advantage may be gained at the expense of your opponents. We do not wish to use any more harsh terms about such conduct. We led, a short time ago, trumps, and we got out 3 rounds, and our partner had the 13th trump. We led a suit in which, on the 2nd round, the last player did not follow suit, and we led again that suit to which the second player did not follow suit, so that when the trick was completed 9 cards of the suit were out. This our partner knew when he played, and having the best, and a little one, he played the little one, and to this moment he believes he played correctly. In a less simple form, how constantly does it happen that a player will not put on 3rd hand the best when a moment's reflection would tell him that if he wins afterwards with the best he must lose the game. Yet these men are dubbed by the outsiders Whist players, and probably they think themselves Whist players. In business, men do not commit these mistakes. They see, fast enough, if they cannot win on their own line, they must change their tactics, and fight on another. But the dull Whist player never changes. What his father or grandfather did before him, he will do again, quite regardless of the fact whether his father or grandfather gained by the operation. Notwithstanding their belief in the grandfather theory, they will persist in striking out lights of their own. The same man, who will hold up the good cards of his partner's suit, and who will finesse against him, will persist on putting Queen on Knave 2nd hand with Ace Queen, or put on King or Knave 2nd hand, having 2 only of the suit, and they will declare that they have watched the effect for a series of years, and that it answers to do so. It is scarcely necessary to add that these players never know the effect of their play on their partners; they do not know that their partner's reason from their play, and that they therefore reason on false premises. We thought we had seen the lowest depths of Whist long ere this; but, last month, we saw an original lead of a small Diamond, 2nd hand did not follow suit, 3rd hand, having Ace, Queen, 10, 2, *finessed* the Queen, and justified the finesse because he had 4 trumps! He said he certainly never would, in that position, and with his strength, give up the command of a suit.

REVIEW.—ROUND GAMES AT CARDS, BY CAVENDISH.*

When we had arrived at the mature age of fifteen, we were initiated into the mysteries of Bragg. We remember that, in the course of the evening; we bragged with a flush, and with a sequence. In the first case, when we had the flush, our adversary had a sequence, and when the hands were exposed, we were held to have lost, because the sequence beat a flush. Later on, the position was transposed, and we had the sequence against our opponent's flush. Our host was out of the room. Some additions had been made to our party, and the players agreed unanimously that the flush beat a sequence, and so we lost again. If we were to detail all our varied experiences at cards, we could not give a better instance to show the necessity for some book of authority on round games. Again, if we had to choose the authority to write the laws, we should certainly have pointed out Cavendish as the man best fitted for the work. He began his public life by giving us the most logical work on Whist extant; and, during the last fifteen years, he has been constantly engaged in bringing before the public rules and regulations for different games. As the Card Editor of the *Field*, a position that he has filled with credit to himself, and with satisfaction to the public, he has had facilities for communicating with card players, and finding out their difficulties—unrivalled by any one since the demise of our universal referee, Mr. Clay. It is true that, except his Whist work, we have never been satisfied with his subsequent performances, and we have given our reasons from time to time, in these pages, why we were dissatisfied. Each time a work appears from an author, we naturally compare it with the best and not the worst of his works, and doubtless the author is somewhat prejudiced thereby. A man who writes one good book is in a different position to one who has not written at all, or who has only written bad books. An author or orator, who suddenly reaches the top of the tree, cannot afford to write or speak like other men. Judged in this manner, we cannot report this a satisfactory performance. That the book will be of use in many ways is undoubted. It is useful because it gives the Blenheim Laws of Loo, laws which have hitherto been

* London: Thomas De la Rue and Co.

in private hands only, but laws which Cavendish and ourselves have always used as guides. These laws, although, as later on we shall show, are not entirely satisfactory, should be sufficient to sell the book, and for our part, we should be content to say these alone are worth the 1s 6d which the publisher charges for it. By the title, Round Games, we confess we expected to find all games now played. Loo, Vingt-et-un, Poker, and some Round Games, would have been a more appropriate title. A book which omits Bragg, Lansquenet, Prussian Bank, Railway and Napoleon, to say nothing of Spoil-five (the laws of which appeared in Vol. 2, page 108 of these Papers), together with many other games that will occur to the reader, can scarcely be properly called Round games. Then, again, it is better to ignore a game altogether, than to give an imperfect code. Irish Loo is passed over with a single paragraph, although there is a tolerably good set at page 198 of Vol. 2 of these Papers. This will give Ireland a new grievance. The author must be aware of the number of Irishmen all over the world, and where the Irish congregate there will be found Irish Loo and Spoil-five. In the single paragraph the writer devotes to Irish Loo, he says: with two trumps you need not play one. This is quite inaccurate. The law is plain, that with two trumps you must lead one, and if two players only stand, the leader must lead the highest. Our code was settled after conference with the leading players in Ireland, and we never heard any difference of opinion on this point.

In the game of Speculation there are usually two pools. The one for the higher stakes and forfeits, and the other for the lower stakes and forfeits. The rules say that when an Ace is turned up, the deal is at an end; but they do not tell us that the cards are recut for a fresh trump card, and the cards already dealt stand good for a new pool. So far as we know, there is always a forfeit for Knaves and Fives; for the former two, and the latter one.

The laws of Loo, we have said, are the old Blenheim laws. Perhaps no game is played in so many different ways, and a modern Loo player who looks at the laws as given in *Bohn* would be at a loss to understand to what games the laws are applicable. There are certain inconsistencies in the rules that we should have liked to have seen rectified. Thus, if a player commit an irregularity for which he is Looed, when he obtains a trick he has to leave it in the pool, and pay the penalty (four times the single stake) as well; but if he obtains no trick, he has the single penalty to pay (four times the single stake). In Lincolnshire and Yorkshire, if a player wins all the tricks, but commits an irregularity, he is Looed, but he takes out the money first for his three tricks, and puts it back again for his Loo, and thus pays but one penalty. We have always seen the game played with the condition that the dealer must defend the pool. The Blenheim laws give the dealer the option of playing for himself or for the Pool. This takes away an appreciable item in the element gambling, and is so far an improvement.

It will be observed that the penalties at the Blenheim were different to those ordinarily inflicted. The punishment for given Loo offences has hitherto been a matter of custom of the country, and they varied, from the most stringent, when the players making a mistake had to pay the full amount in the pool, down to the simple single pool. In those parts of the country where the more moderate penalty is inflicted, the players can adopt these laws without this penalty, and in those places where the higher penalties are inflicted they will do well to adopt this more moderate system. In these matters it should be borne in mind that the youngsters and strangers alone suffer. An old Loo stager, playing in his own country, is never guilty of a punishable offence.

The laws of Vingt-et-un seem also satisfactory, although we cannot conceive the rules given by Cavendish for play are correct; thus he advises a player to stand at 14 or 15, a line of play we cannot think sound. At 14 he has a chance of drawing Ace, 2, 3, 4, 5, 6 or 7, and as there are 13 cards, the odds are in favour of drawing 21, or below that number, as 7 to 6. No dealer would stand at 14. So that, unless he overdraws, the player must lose. We do not know the odds against the dealer overdrawing. Professor Pole or Mr. Proctor might be able to give us the formula, but we cannot see the way to work this out. A friend writes: "Many years ago I tried a series of experiments. I first dealt 700 hands, making it a rule to draw at 17 (and under 17), and I found I was under 438 times, over 262, making the odds about 5 to 3 in favour of being under, or rather of not being over. I then dealt 620 hands, making it a rule to stand at 16 (and under). I was under 461 times, over 159, making the odds about 3 to 1 against overdrawing. I wanted to ascertain, in actual play, what was the expectation of overdrawing on different systems of play; first, when I made a rule to stand at 18, 19, 20 or 21, and to draw at 17, 16, 15; second, when I made a rule to stand at 17, 18, 19, 20 or 21, and to draw at 16, 15, 14, &c. So I took a pack of cards, and began. I dealt two cards. If they counted 18, 19, 20, or 21, I put them down as an under, threw up the two cards, and began, again as I should in a game. If they came to 17 or less, I drew again. If it came over, I put that down as an over, and began again. If it came under, I put that down as an under, and began again, and so on exactly as if I was playing the game. This was, 30 years ago, when I was a bit of a mathematician, and the formula I took was this: Let A be the number of overdraws in a given number of hands; let B be the number of under:—

$$\text{Then the dealer's expectation of winning} = \tfrac{1}{2} + \tfrac{1}{2}\,\frac{a}{(a+a)}$$

$$\text{,, ,, player's ,, ,,} = \tfrac{1}{2} - \tfrac{1}{2}\,\frac{a}{(a+b)}$$

This, however, of course, takes no account of drawing 21, nor that the dealer will overdraw more often than the players, as the dealer cannot stand on a low number." A single experiment, numbering 1,320 times, demonstrates but little. We should have preferred the 700 instances of draws on 16, and 700 on 17. But the figures seem to give a strange result. In writing to us a short time ago on a similar subject, *i.e.* when extraordinary occurrences happened, Mr. Proctor said, "When extraordinary cases occur more often than mathematical chances warrant, the real conclusion should be that there is some tendency, very slight, in each individual case, but telling, in the long run, to special arrangements. Some Whist players are very confident that this is so. They say they recognise in one set of hands the influences of the preceding hands as actually played. I confess I do not see how this can be, although we can assume that some players might fall into a tolerably systematic way of shuffling, which would help towards peculiarities of arrangement, so as to diminish the otherwise enormous chances against them."

We cannot help thinking that this is what our correspondent must have done in his 1,320 experiments. He either did not shuffle, or shuffled imperfectly, or without knowing it, placed the cards in some peculiar manner, whereby he obtained this result. But the experiment shows that a series that does not go on to millions is very little use in determining such propositions. It can be demonstrated to the satisfaction of every one that the odds, after having won the first game in a rubber, in favour of winning one of the two next games is 3 to 1. Yet Mr. Clay considered that 5 to 2 was a bad bet, and we have lost not only at 5 to 2, but at 2 to 1, and on one occasion we actually lost the long odds in 200 bets 103 times, and won the shorts 97, so that if we were to take this result as of any value, the odds would be slightly in favour of losing a rubber when you had won the first game, which is absurd.

The point that is most disputed at Vingt-et-un is, who pays? and what is paid for the natural? The point was recently asked in the *Sportsman*, and the card writers decided that the player turning the natural is entitled to be paid at once, before the dealer sees his cards, and this after having reviewed the rules before us. It would not much matter which rule was adopted, but it is certainly bad to have two different rules. These are the rules as laid down by Cavendish, and they are the same that we have always adopted. Ties pay the dealer, except when both have a natural, when neither pays nor receives; ties of 21 obtained by drawing, pay the dealer. There is no distinction betwen 21 obtained by drawing, and the natural, as to the amount to be paid. For the natural and the 21 double, the stakes are paid. For Cavendish's information we may add, the better opinion appears to be that he has not made this clear in his rules. In many circles the player receives three times for the natural, and only double for the 21 obtained by drawing. This distinction was an innovation, and is not adopted in these rules. This rule which was followed in Clayton *v.* Jones, of paying three times for the natural, is properly ignored. We observe the player sitting to the right of the dealer, the person whose duty it is to collect and shuffle the cards, is called the "pone." We presume the Latin adverb. We never saw the word previously anglicised. We thought the word was "pony," but, like Dr. Johnson, we knew not its derivation. We always fancied it meant a beast of burden, because the work of collecting the cards falls upon him, or because the pony in actual life does ten times more work than any of the horses. Amongst modern players the game is generally played with two packs.

As to the laws of Poker, Cavendish puts the age amongst the variations in the modes of play. "The age" is the player to the dealer's left. He has, so far as we know, always the privilege of passing the first round after the hands have filled, and coming in again after all have raised and gone out of the game. This is not, as Cavendish has it, an exception, but a general rule, and the exception to the rule is when the dealer chips. In that event only the other players need only chip what he does. This rule is, we think, nearly obsolete, and the general play is not for the dealer to put in anything. The first player goes blind, and then the next player must chip double the blind. If the player doubles before he sees his cards, it is called a straddle, and the third player, in order to go in, must pay four times the original chip. At page 29, when the player cannot cover the amount chipped, any one who is in may put up all the funds he has, and call a show of hands for that amount; to this should be added, in that event he must quit. Cavendish gives the value of the hands, first, A straight flush (*i.e.* a sequence of 5 cards of the same suit). We may inform Cavendish that this is almost universally abolished, and the straight flush only ranks above a straight. This appears to us reasonable. No man would willingly bet on a certainty. The odds against a straight flush is given by Cavendish at 649999 to 1. That seems too near a certainty to be pleasant, and, having got this in hand, to bet against another having such a chance, for a fortune, would not be pleasant. Rules 5 and 6 should be transposed; a straight does not beat triplets, but it does beat 2 pairs, and our authority for this is the American school-boy who, during an examination in geography, was asked, What is an island? What is a lake? to which, after much labour and racking of brains, he gave such answers as he could; but when the teacher asked, What is a strait? there was no longer any hesitation, "A straight beats 2 pairs," and if the master played poker, that boy went to the top of the class, and Cavendish would go to the bottom.

DRAMATIC NOTES.

THE month of February was a complete blank, so far as new plays were concerned. At some theatres there was a kind of prosperous stagnation, whilst at others a feverish fit of revivalism prevailed. Messrs. Chatterton and Hollingshead, at that time managers of three theatres apiece, reproduced freely the works of Shakspeare, Scott, and the older dramatists. But these tactics have now been given up. Mr. Hollingshead has abandoned the Opera Comique and the Holborn Amphitheatre, and Mr. Chatterton has concentrated his forces at the Adelphi, leaving Drury Lane to Mr. Mapleson, and the Princess's to a French manager. The effect of the various revivals set on foot by Mr. Hollingshead was to prove again that there is no marked reaction in favour of Shakspeare, Goldsmith and the legitimate drama generally, and that the Lyceum success is chiefly owing to the popularity of Mr. Irving. On the other hand, there is a decided bias towards melodrama, shown in the favour accorded to the *Two Orphans*, *Lost in London*, and others produced by Mr. Chatterton. Mr. Hollingshead himself tardily recognises this fact in superseding his legitimacy by the French melodrama, *Rose Michel;* but it is just possible that the popular wind may have calmed down a little.

The absence, till very recently, of anything new to criticise, has led the critics to turn their attention to sundry other stage matters. The restrictions in connection with Ash Wednesday have again been made the object of much sarcasm. It may with truth be said, that the legislation as to theatres and entertainments in London on that day is wholly ridiculous and indefensible, but at the same time it may be pointed out that were it not for Ash Wednesday the dinners of the benefit societies would not come off, and Mrs. Stirling's annual burst of elocution would be lost. The manner in which new actresses are brought out has also attracted attention. Formerly it was the rule for an actress to work her way up to prominence, and if half a dozen of the leading actresses were named, it would be found that they had passed steadily through the degrees of apprenticeship. But a fashion has sprung up of introducing a *debutante* on a Saturday afternoon, in the character of Julia or Juliet, under cover of a performance in aid of some charity. Audiences on these occasions are rarely critical, and applaud the new comer in unconsciousness of her incapacity and inexperience. Newspaper critics, with doubtful kindness, endorse the applause with faint praise, and the new actress is thus enabled to compile her portfolio of flattering opinions of the press. After a week or two of sham prominence, the lady disappears, or is occasionailly seen at the Crystal Palace, or, if she is prudent, and has an honest intention of earning her living by the stage, accepts a subordinate situation, and postpones her next appearance as Julia until the Greek Kalends. Considering the surprising amount of vigorous and independent criticism that is now expended on the stage, it is curious that no reformer attempts to make an end of the *debutante* system, which is prejudical to art, and unfair to those who have worked their way to the front by hard labour. As to the prevalence of independent criticism, we sincerely hope it may continue, although it may reduce any interest that may be felt in these Notes to a *minimum*. Unfortunately, as the circulation of a new journal increases, so does its outspokenness decrease. In fact, from a newspaper, it becomes an "organ." The *Figaro* and the *Hornet*, in the earlier stages of their careers, showed much, if occasionally ill-directed, independence in criticism; but now they are little more than abbreviated copies of the *Era*. For the moment the *World* is pitching into theatrical abuses in a manner that delights us: but we observe, with alarm, that its advertisements are growing more numerous every week, and we fear for the consequences to its independence.

Mr. Hare has been the first to break the spell of inaction under which the stage has been suffering. He has taken the Court Theatre from Miss Litton, who has migrated to the St. James's. He has refurnished it, brought together a small but select company, and produced a new play. The production of a new play means also the discovery of a new author, for, until the unearthing of Mr. Coghlan, dramatists were an extinct race, so far as London is concerned. The variety and extent of criticism to which we have alluded makes it superfluous for us to enter into a minute description of Mr. Coghlan's *Lady Flora*. Everybody who reads at all must know by this time that it is pronounced to be cleverish in dialogue, void of plot, and absolutely Robertsonian. This is partly, but not altogether true. Mr. Coghlan's style is no doubt founded on Robertson, but it is not a weak copy. There is less of the talking by pairs in turns than there is in the *Two Roses*, which has never been called Robertsonian. The plot is no doubt weak to a degree. Three acts go by, and the fourth and last is half over before the plot commences, and it is ended five minutes afterwards. It is in the acting and the accessories that *Lady Flora* is attractive. The Kendals have been seen to better advantage, and Miss Fawsitt is, to put it euphemistically, a little too "comfortable" in appearance to play the *ingénue*. But Mr. Hare and Mr. Clayton act exceedingly well, though both show how a style, good in itself, can be carried to extremes. Mr. Clayton's force occasionally becomes boisterousness, and Mr. Hare's delicacy verges sometimes on the finikin. It has become an additional pleasure for first night visitors to discover unexpected talent in performers of the second rank. Mr. Kelly was the selected one on the opening night of Lady Flora, and well deserved the applause he obtained. He presents a "Swell" of a different type to those who have hitherto figured on the stage, and, in voice, inflection, and gesture, has hit off the heavy good-natured hunting man to the life. In the mounting of the play, Mr. Hare

has adhered to that correctness of detail which is so much practised at the Prince of Wales'. It is difficult, however, to reconcile the business of certain of the scenes with the supposed temperature. In Act 1 the thermometer is declared to be at 39, and we are told that the hunting season has begun. In Act 2, which, to say the least, must be a week later, the trees have the tint of early autumn, the ladies sit on the grass, whilst the hero sketches. In Act 3 the ladies and the lovers defy the season still more, by sitting on the steps of a terrace, by the light of the moon, without hats or shawls, whilst the hunting lord, alone sensible, wears an overcoat. In Act 4, half-an-hour later than Act 3, the characters are once more shivering over the fire. This incongruity would not be noticed at the Adelphi or Princess's, but it becomes startling at a theatre conducted on the most correct modern principles. It would perhaps be advisable that visitors to the Court, if they notice any imperfections in the entertainment, to keep their opinions to themselves. A gentleman was recently charged at a police court with being disorderly at this theatre, and his disorderly conduct consisted in resenting the action of the officials, who wished to stop his return to his box, because he told them that *Lady Flora* was a bad play. His candour may have been indiscreet, but could hardly be criminal.

Round the World in Eighty Days, at the Princess's, consists of a prologue, five acts, and seventeen tableaux, and is, of course, taken from Jules Vernie's novel of the same name. It is a French melodrama, not merely "adapted" by an expert for the English stage, but transferred bodily from Paris, with its scenery, dresses, scene-shifters and machinery. It is very long, and very dull, and if it is to be taken as a specimen of how they do things in Paris, we may be thankful we live in London. But, perhaps, it must be taken into account that the performers are English, and that the majority of them are lent by Mr. Chatterton from the Adelphi, including a detachment of the famous "guests." We have noticed the attention given to details at the Court. At the Princess's, amidst all the glories of gorgeous scenery and wonderfully-contrived locomotives, serpents and explosions, there is the most melancholy disregard of the fitness of things in small matters. The prologue introduces us to what seems to be the card room of the Eccentric Club. Here are assembled club men, fearfully and wonderfully dressed, after the old Adelphi pattern. There is one table in the room, of an oblong form, at which no Whist-player would deign to sit, and there is one pack of cards! But such is the regard placed on this table that it finds its way first to a Calcutta hotel in the second act, and secondly to the saloon of a steamer in the fourth act. The hero and his comic servant, who have nearly completed their voyage round the world when they are on board the steamer, are there joined by the latter's sweetheart, from London, though how she got there remains a mystery. And though the ladies of the play are clad in the most fashionable of Parisian costumes, the waiting-maid accomplishes her travels without any out-door covering whatever, and at the finish walks arm-in-arm with the valet into the ball-room of the Eccentric Club, who have by this time got a new club house; and, let us hope, a better furnished card-room. *Round the World in Eighty Days* abounds in glaring mistakes of this kind, which are hardly condoned by the excellence of the spectacular and realistic effects, or by the dresses, mantles and bonnets worn by the ladies, through field, forest and flood. Nor does it conduce to our peace of mind to have a programme given to us arranged so as to display, on one side the list of characters and scenes, and on the other copies of the costumes worn by Miss Barry in the play. The costumes are five in number, and under each is placed the name of the maker, a proceeding which strikes us as being a most barefaced and out-of-place advertisement.

Mr. Halliday has provided a new version of *Nicholas Nickleby* for the Adelphi. It agrees with its predecessors in confining the interest to the adventures of Nicholas at Dotheboys Hall, but differs slightly in the arrangement of the scenes, and in the last scene, where the curtain falls on the death of Smike. The reason for the success of this version must be found in the number of popular performers brought together in one play. As for the scenery, it is shabby in the extreme, with the exception of the Saracen's Head, where a real stage coach is introduced, and, as at the Princess's, the unities are entirely disregarded. The manager was perhaps of opinion that, having brought on the same stage Messrs. Emery, Clark, Belmore, Terris and Fernandez, Miss Foote and Mrs. Mellon, the scenery might take care of itself. Amongst the gentlemen the most successful to our mind is Mr. Terris, who has never been seen to such advantage than as Young Nicholas. Mr. Fernandez, as Ralph, comes next, but, for the Adelphi stage, should put his colours in a little broader. Mr. Emery and Mr. Clark are good, but present no new features. Mr. Belmore strives in vain to make Newman Noggs pathetic, and evidently shares, with Mr. Toole, the delusion that pathos is expressed by raising the voice to a falsetto, and by snuffling through the nose. Miss Foote, as Smike, is, as always, charming, tender and sad. She has never been what is called a fashionable actress, but in the hearts of playgoers of the best kind she holds a very prominent place. But why is she so far infected by the spirit of the place as to indulge in an Adelphi screech? We are aware that no Adelphi drama is considered perfect without a general screech at some stage or other, but, with Mrs. Mellon in the cast, the business might safely be left to her. As it is, when Mr. Clark and Mrs. Mellon, as Mr. and Mrs. Squeers, set to work to thrash Smike, the noise is truly awful. In fact, were it not that the Adelphi boys at Squeers' school are manifestly too much imbued with the spirit of fun to be appropriately miserable, the unearthly yells of Mrs. Squeers would prove too much for the nerves of the audience.

ANSWERS TO CORRESPONDENTS.

CHESS.

A. DELANNOY.—The number has been sent as requested, and we hope reached you in due course.

R. M. (Glasgow).—Your analysis is in Mr. Zukertort's hands, and he will give it early attention. He is much occupied with other literary work at present, otherwise you should have received an answer ere now.

W. F. (Sheffield).—We regret to say it is not in our power to prevent the delay of which you complain. Booksellers' orders for single copies are invariably held over "in the Row" but you can receive THE WESTMINSTER PAPERS, on the first of each month, by ordering it prepaid of W. W. Morgan, 67 Barbican, E.C.

V. G. (Sydenham).—We are greatly obliged to Dr. Gold for his valuable contributions and to yourself for the trouble you so kindly take in forwarding them.

AUTHOR OF "ALL INTRICATE," &c.—The diagram published has been examined with the original MS., and declared to be a "correct copy;" the Pawn referred to stands at Q R 6 and not at Q R 5. We heartily sympathise with your natural regret at such an unfortunate mistake.

WALLASEY (Liverpool).—We had the pleasure of examining your interesting variation in Mr. Healey's end game with Mr. Kidson, of your city, and believe you are right in the conclusion that it can be drawn after all.

J. K. (Brunswick).—We shall dispatch the book you require and write fully in the course of a few days.

F. W. M. (Peterboro', N.Y.)—Problems received, with thanks. We hope we are right in regarding this contribution as the beginning of a long series of similar favours.

G. E. C. (Tarrytown).—Mr. Healey has handed us the problem, for which we are much obliged. Should be glad to hear from you, if only for a description of Tarrytown at this season of the year.

H. S. L. (Borough).—The end game lacks two of the qualities you claim for it. It is neither "instructive" nor "remarkable," and it is only "entertaining" in a ludicrous sense. Perpetual check is a common occurrence in ordinary play. It is but kindness to tell you that only fine Chess players can compose good end games.

S. H. (Nottingham).—Thanks. Too late for this number. About the 20th for May. Contribution will be sent shortly.

J. P. T.—We shall find room for your ingenious problem next month, but should feel obliged if, in future contributions, you would use the English letters for the Knight. Apart from any sentimental objection, there is the practical one, that the printers do not know what S denotes, and its employment must therefore lead to confusion. Any report of the doings of your club will be at all times welcome.

J. A. M.—Still unsound. White can play

2 Q to K 5 2 Q to K 3 best
3 Q takes R ch, and mates next move.

W. COTTON.—We do not think Her Majesty will be safe on that square, as you can see for yourself—

1 Q to K 5 1 K moves
2 Q to R 8 (ch) 2 K moves
3 Q to K B 6 (ch) 3 K moves
4 Kt from Q Kt 6 to Q 7 mates

The mates for any other defence are obvious.

J. S. (Inverness).—Although very neat, your problem is too elementary for our pages. We shall be glad to hear from you again.

W. S. P. (Rittenden).—The 4 mover can unfortunately be solved on the 2nd move, by Q to Q R 4. The others are correct.

AUTHOR OF CHESS NUTS.—We have corrected the error under Solutions. We are unable to account, even to ourselves, for such a curious mistake, but it is most likely that we overtaxed our memory in writing out the solution.

J. C. W. (Honor Oak Park).—We note that in Problem No. 617, the White Rook should stand at K B square, and have altered its position in our stereotype. The diagram is according to copy.

WHIST.

KONGE (*Revoke not leading to suit properly called for*).—A and B, and X and Z are partners, Z being dealer and A first player. B leads out of turn. Z elects to call a suit from A, and calls for a Diamond. A, thinking he has no Diamond, leads a Club, and the other three follow suit. Before, however, the trick is turned, B says, "You have no Diamond, partner?" A looks through his hand and discovers that he has one, whereupon he claims to be allowed to recall his lead and to lead the Diamond, leaving the Club he had led as an exposed card, the other three players taking back into their hands the cards they had played. X and Z contend, on the authority of Law 61, —"If a player . . . . when called on to lead one suit lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke."—that the penalty of a revoke was incurred immediately A, having a Diamond in his hand, led a Club, and that he cannot recall his lead. The point was referred to me, and I decided that A was in the same position as if he had renounced the suit led; that, by Law 74, his partner had a right to ask him whether he had not a card of the suit to which he had renounced; that the trick not having been turned and quitted the revoke was not established; that A might recall his lead and lead a Diamond, and that, by Law 76, X and Z might either treat A's Club as an exposed card, or require A to lead his highest or lowest Diamond, the other players withdrawing the Clubs they had played. Was the decision right?—*Ans.* B had the right to protect himself from the consequences of the revoke, and he did this before the trick was turned and quitted. The revoke was not established. A.'s Club is an exposed card.

FAREHAM.—Twelve tricks have been played, A winning the last, it was then discovered he had no card to lead, and that the adversaries, in the early stage of the deal, had taken up a trick with five cards. Is there a penalty against A, and if so, what?—*Ans.* A must take into his hand the card that belongs to him, and if he has not followed in that suit he is liable to the penalty for the revoke.

M. and H.—At our Whist Club last week, I revoked, and had my friend M. as an adversary; in the first game I scored a treble; I revoked, but was not found out; the next deal M scored out, but he then remembered I had revoked, as I had not scored in this game, he said he must have a penalty, and would take my treble down, thus taking five—I contend the penalty can only be taken in the game the revoke is made, and as he scored game he could not exact any penalty, or want any?—*Ans.* The revoke must be claimed before the cards are cut for the next deal. The penalty of the revoke in game 1 cannot, therefore, be taken in game 2. M is too late and wrong in his law.

B.—(1), S. Buys old Cards; the cards are dealt, and we play the hand out. I then find that I have only 12 cards. The other players have their number. The pack is deficient. What is to be done?—*Ans.* The deal stands, and you are liable for any revoke you made in not following suit. The mistake should have been discovered before you played, when the matter could at once have been set right. Count your cards. (2), We had played with these cards before, and the game being all over before the cards were fully played out they were thrown up. Is that game null?—*Ans.* No, the game stands good. (3), Playing Single Dummy, is there a penalty for leading out of turn by Dummy's adversaries?—*Ans.* Yes; the laws are the same as at Whist.

W. E. F., Dr. M. A. C.—(*New Whist Club*):—We believe there is no foundation for the statement that a new Whist Club, is being formed in Piccadilly. If you wish to join a new Whist Club send full particulars of your name, address, and occupation with your references, and the name of any club to which you have hitherto belonged to our publisher, and we think we can accommodate you.

D. R. D.—It is a revoke. We answer the question nearly every month.

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June.—Dearth of Native Talent—"Le Sphinx," Princess's—"Mont Blanc," Haymarket—"Brighton," Court—Opera Bouffe—"Vert Vert," St. James's—"Archie Lovell," Royalty.

September.—The End of the Season—"Led Astray," Gaiety—"Old Heads and Young Hearts," Vaudeville—"The Sphinx," Haymarket—Failure of French Plays—The Functions of Critics—Prospects of Coming Season.

October.—Opening of the Season—"Richard Cœur de Lion," Drury Lane—"Lost in London," Princess's—"Two Orphans," Olympic—"Blue Beard," Charing Cross.

November.—The Critics again—Mr. Sothern—"Black Prince," St. James'—"Geneva Cross," Adelphi—The Strand.

December.—"Hamlet," Lyceum—Mr. Irving—"Sweethearts," Prince of Wales'—"Oil and Vinegar," Gaiety—"Ixion Re-wheeled," Opera Comique.

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April.—Absence of New Plays—Revivals—Ash Wednesday—*Débutantes* and the Press—"Lady Flora," Court—"Round the World in 80 Days," Princess's—"Nicholas Nickleby," Adelphi.

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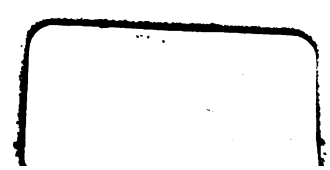
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